

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Deus Asmoth on July 02, 2015, 08:14:35 pm

Title: **Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **July 02, 2015, 08:14:35 pm**

All dwarves know that when Armok grows tired of whatever amusement a world gives him, he destroys that world on the First Anvil and forges it anew. Some who are unwilling to accept their inevitable destruction at the hands of a capricious god attempt to escape into another one, either by skipping to whatever new world is created or jumping to another dimension altogether. Whatever their means- magic, technology, it matters not- all end up here. Some think it is Armok's prison, others that it is a place entirely untouched by the Blood God, some that it is where he keeps those that are most likely to provide him with more amusement. It doesn't really matter to you, since your survival is a much more pressing matter at the moment. The 'civilised' races of the world have become raiders and pillagers to survive in this barren world, elves and humans scarcely different from the goblins they normally despise. A few of the dwarves maintain a semblance of decency only by hiding on the other side of a mountain range, but that matters little to you now that you're on the other side of those peaks. Perhaps you and those other six dwarves can create a secure enough home to protect yourselves from the bandits, or perhaps someone mad enough to end up in this hell would be too unstable to survive. Either way, the God of Blood will watch and laugh...

Spoiler: World map (click to show/hide)



Spoiler: Mods (click to show/hide)

- *Elves and humans are always hostile and have a few new weapons. Elves will also use metal.
- *A race of corrupt dwarves have been added.
- *A variety of draconic creatures have been added.

Spoiler: rules (click to show/hide)

- *Turns are two weeks maximum. This may be lifted once the FPS drops significantly.
- *Not reporting for the start of your turn within three days and not posting an update for more than a week result in your turn getting skipped.
- *Intentional murder and sabotage are also grounds for turns getting reverted. Enough people will be dying as it is.
- *If you use a tile set, revert the raws to default before handing the save on to avoid weirdness on the screen.
- *Turns and dwarves are given on a first-come-first-serve basis.
- *New players are given priority over repeats for turns.

Welcome to Immortalitytowers! We definitely have a tower, but the only immortality to be found here is the unconquerable spirit of dwarfkind, persisting long after any sane species would have given up on the place. Notable events so far include half the fortress getting blinded by evil purple goo, death-causing ash clouds, the ongoing adventures of Tipi Touchbear and the eradication of the entire fortress by a forgotten beast and goblin invasion. The fortress is currently being reclaimed by a group of suicidal intrepid adventurers.

Turn List

- Deus Asmoth
- Purple Rain, Purple Rain (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6352471#msg6352471>)
- Turn Around, Blind Eyes (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6354510#msg6354510>)
- The Adventures Of Tipi Touchbear (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6356211#msg6356211>)
- The Mountain Just Keeps On Giving (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6362437#msg6362437>)
- 4maskw0lf
- Salmeuk
- Taupe
- The Blind Leading the Blind (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6457613#msg6457613>)
- Plot Twist! Infernal Dust is Bad for You! (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6458520#msg6458520>)
- Lewd Pictures of Male Horses (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6459898#msg6459898>)
- Average Life Expectancy Begins to Drop (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6460611#msg6460611>)
- The Death Note Immortalitytower Census (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6461236#msg6461236>)
- We need a hero. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6462487#msg6462487>)
- They've gotta be strong, they've gotta be fast. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6469309#msg6469309>)
- And they've gotta get into this fight. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6471413#msg6471413>)
- Here comes the new boss. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6472932#msg6472932>)
- Same as the old boss. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6472992#msg6472992>)
- Water shall be rationed. Booze is free. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6473288#msg6473288>)
- cherry-hearts
- Askarn
- TheFlame52
- Troll in the bedrooms; thought you ought to know. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6483509#msg6483509>)
- Technically not cheating. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6484908#msg6484908>)
- Babies galore. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6488094#msg6488094>)
- Gwolski
- TheCheeseMaker
- Dammit, Iloniln! (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6502670#msg6502670>)
- Do not operate machinery while taking this medication. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6506114#msg6506114>)

At least they'll have someone to talk to. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6507112#msg6507112>)
Eldin00
EoyaBosan
Half the name becomes accurate. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6529033#msg6529033>)
Two heads aren't that much better. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6530463#msg6530463>)
The identity thief. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6531867#msg6531867>)
Everybody's dead, Jim. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6533668#msg6533668>)
Out of the ashes. (<http://www.bay12forums.com/smf/index.php?topic=151709.msg6535211#msg6535211>)
Iamblichos
Megahelmet
Deus Asmoth
hiddenleafguy
4maskwolf
maxcat61

Taupe
Sarrak
TheFlame52

[/size]

To be Dwarfed

Messiah II
The Cheesemaker IV
Cherry Hearts III
Maskwolf III
Salmenk III
Ampersand III
Iamblichos III
Fperson III
Sarrak III
Hero II
The Hammer II
Askarn IV
Senshuken VII

The Living Dwarfed

Asmoth II
Flame II
EoyaBosan II
Megahelmet II
FairyEyebrow II
Hiddenleafguy II
Xan II
Taupe II

Spoiler: The Dead (Immortalitytower 1) (click to show/hide)

Asmoth
Askarn Cactuspage
Askarn Cactuspage II
Astesh Cactuspage
Fikod Cactuspage
Erush Cactuspage
Taupe
Taupe II
Taupe III
Taupe IV
The Cheese Maker
The Cheese Maker II
The Cheese Maker III
Iamblichos
Senshuken
New Senshuken
Other Senshuken
Sarrak
Fperson1
Maskwolf
Cherry Heart
Ampersand
Salmeuk
Flame
Flame (?)
Xan
Messiah
Megahelmet

Spoiler: The Dead (Immortalitytower 2) (click to show/hide)

Senshuken VI

Out of Context Quotes, etc

Quote from: Amperzand on July 05, 2015, 09:31:20 pm

Shit. I liked having eyes.

Quote from: Deus Asmoth on July 06, 2015, 04:04:39 am

I mean, do corpse haulers really *need* eyes?

Quote from: Taupe on July 28, 2015, 09:23:11 pm

That's the soundest and most pointless research ever conducted since a team of university scientists spent 15 millions to conclude that "Yes, indeed, men do like to stare at boobs".

Quote from: Taupe on August 21, 2015, 12:11:43 pm

It's like a Ouroboros of fail.

Quote from: Taupe on August 21, 2015, 12:30:57 am

Go out there and make those 12 children of yours proud... or I'll draft all of them and send a giant ball of your progeny at the enemy if you die. Fun for the whole family!

Quote from: Taupe on September 03, 2015, 07:06:19 pm

Yeah, dwarves are like pokemons here, They go through three stages. Blindyn evolves to Fightyn, which turns into Coffyn when exposed to a fuckstone.

Quote from: TheCheeseMaker on September 15, 2015, 05:32:30 pm

Literally half the fortress is dead, and almost all of them to one single goblin. Maybe that's why the medication said I shouldn't operate any machinery while taking the pills.

Quote from: Iamblichos on October 06, 2015, 04:32:13 am

Quote from: TheCheeseMaker on October 05, 2015, 10:13:30 pm

In the future I recommend overseers to follow this strategy: if you see something slightly more threatening than a cavy sow, run, hide, and pray to Armok that it does not find you.

Well, that's the problem right there...

Title: **Re: Fortress of the Damned**
Post by: **cherry-hearts** on **July 02, 2015, 08:54:16 pm**

ptw

EDIT: Can I also have a dwarf. Mason/stoncrafter and gender doesn't matter.

Title: **Re: Fortress of the Damned**
Post by: **4maskwolf** on **July 02, 2015, 08:57:32 pm**

Turn+dwarf. Name Maskwolf. Any profession.

Title: **Re: Fortress of the Damned**
Post by: **Salmeuk** on **July 02, 2015, 09:48:02 pm**

If you don't mind, I'd like a Woodcutter, with some skill as an axedwarf. Nickname him Salmeuk.

Add me to the turn list too.

Title: **Re: Fortress of the Damned**
Post by: **Amperzand** on **July 02, 2015, 09:54:17 pm**

This looks fairly interesting in concept. How heavily modded is it?

Dorf meh; Ampersand, Miner.

Title: **Re: Fortress of the Damned**
Post by: **Taupe** on **July 03, 2015, 12:31:47 am**

Give me a turn. And a cook.

Title: **Re: Fortress of the Damned**
Post by: **cherry-hearts** on **July 03, 2015, 12:50:53 am**

I've decided that I want a turn too plox.

Title: **Re: Fortress of the Damned**
Post by: **Senshuken** on **July 03, 2015, 02:17:19 am**

I'd like to be dwarfed as a sword and shield dwarf. Male preferred. Sounds like a good military dwarf is going to be making a fine living in this new fortress... Bad ones don't live all that long.

Title: **Re: Fortress of the Damned**
Post by: **Gwolfski** on **July 03, 2015, 03:50:00 am**

turn please. dont dorf me yet

Title: **Re: Fortress of the Damned**
Post by: **Deus Asmoth** on **July 03, 2015, 07:32:10 am**

It's not too heavily modded. 4mask's draconia creature mod is in, the evil dwarves are a bit infectious and can sometimes raise the dead, humans and elves are evil and babysnatchers, humans live in dark fortresses, and humans and elves have a couple of new weapons and metals to play around with.

I'll probably get started this evening at some point.

Title: **Re: Fortress of the Damned**
Post by: **TechnoXan** on **July 03, 2015, 02:39:44 pm**

Could I have a Dwarf please? Xan the miner. ;D

Title: **Re: Fortress of the Damned**
Post by: **Amperzand** on **July 03, 2015, 03:44:18 pm**

Well, I support mods, but my fifteen-year-old Mac doesn't, so I'm afraid I won't be taking any turns.

Title: **Re: Fortress of the Damned**
Post by: **Askarn** on **July 03, 2015, 10:09:17 pm**

I'll take a turn

Title: **Re: Fortress of the Damned**
Post by: **TheFlame52** on **July 04, 2015, 10:30:38 am**

Turn and dwarf, gimme that starting miner.

Title: **Re: Fortress of the Damned**
Post by: **Gwolfski** on **July 04, 2015, 11:15:44 am**

Quote from: Amperzand on July 03, 2015, 03:44:18 pm

Well, I support mods, but my fifteen-year-old Mac doesn't, so I'm afraid I won't be taking any turns.

try, the mods sound like small ones.

Title: **Re: Fortress of the Damned**
Post by: **Magnumcannon** on **July 04, 2015, 02:14:20 pm**

I'm posting to watch

Title: **Re: Fortress of the Damned**
Post by: **TheCheeseMaker** on **July 04, 2015, 02:46:35 pm**

Sounds fun. I'll take a turn and a dorf. Any dwarf with cheese making skill will do, although I assume it'll get drafted as soon as we get a military. ;D

Title: **Re: Fortress of the Damned**
Post by: **Deus Asmoth** on **July 04, 2015, 05:05:55 pm**

No pictures for now, my connection seems to be being a jerk. Plus nearly everything is on a different level on account of the mountains.

Asmoth's Journal
15th of Granite, 202.
After much arguing, my companions eventually agreed that there was little point in continuing our hike over the mountains in an attempt to find the dwarven civilisation we'd heard rumours of. Unfortunately, they decided to settle down right where we were while they were having the argument, also known as a mountain that I'm fairly sure is cursed, if the purple goo raining from the sky is any indication. And now I'm somehow the one that they expect to make the decisions, even though I'm ~~pretending to be~~ an amnesiac doctor! Somehow, I doubt that we're all making it out of here alive...

1st of Slate.
Nobody's died yet, which is nice. Everyone is either mining out some space or hauling our supplies from the cursed mountain to the hopefully-not-cursed plains, aside from Maskwolf, who is sitting on one of the boulders in the stockpile and watching everyone else work. He's already developed a grudge with Ampersand and Taupe though, so I guess he's not been completely idle.

4th of Slate.
It turns out that I was right about the mountain being cursed. Everyone touched by the purple rain that we are now creatively calling 'horrid goo' is developing a nice set of blisters pretty much everywhere. They seem to be beyond my medical knowledge to prevent, though I've found that heating a needle above the magma and lancing them does wonders for the discomfort.

20th of Slate.
Maskwolf is seriously taking the piss. I don't think that he's going to do any work until we set up an official hospital and diagnose his ailment, which we can't do *because he's the only one who knows how to make a bed!* Or rather, we can do that, but it's going to take ages and I'm tossing him into the volcano as soon as we get a carpenter who doesn't take more sick leave than... I had something for this... In any case, no wonder Taupe and Ampersand hate him.

25th of Slate.
...and now Maskwolf is going to die of thirst because we have no access to water and he's refusing to drink the booze that's right next to him. This is not how I was hoping Spring would go.

Seriously, 4mask, get your act together -.-

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 04, 2015, 05:56:43 pm**

Pfft. Wolf, your dorf is having a bad month.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Senshuken** on **July 05, 2015, 03:37:56 am**

Senshuken's Journal

25th of Slate.
Well, this place is a load of complete and utter elven shite and no mistake.

Seven of us here and someone is doing bugger all, purple goo rains from the sky that causes blisters and the only son of a bitch that can make a damn bed refuses to do anything... including drinking and eating. So yeah. Predict there will just be six of us soon... Might run the idea of eating the prick when he is dead past the others and see what they think. Fresh meat and all that. Mother told me not to waste good food and its not like we're going to bother digging the useless git a grave when he can finally be of use to us.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 05, 2015, 01:33:39 pm**

Well then.

Redwarf me as a dwarf entitled "The Masked Dwarf" once I inevitably die.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 05, 2015, 06:05:25 pm**

Note: all of the starting seven have been blinded by the curse of the horrid goo. At the moment it shouldn't affect the quality of their work much, but if their eyes don't heal it'd probably be a good idea to move them into professions that don't require sight once they can be replaced. I doubt it'd be a good idea to let Senshuken stay in the militia, either.

Asmoth's Journal.
10th of Felsite.
I'm beginning to suspect that the injuries caused by the horrid goo are more serious than I initially thought. Perhaps I'm just concerned because it's affecting me, but it certainly seems to be a cause for concern:

Spoiler: It Burns (click to show/hide)

"I finished up some work. That was very satisfying!"

He feels **satisfied** at work. Within the last season, he was **content** after a bath. He was **annoyed** when caught in the rain. He was **annoyed** after sleeping in the grass. He felt **sympathy** after giving somebody food. He was **annoyed** at the lack of chairs. He felt **sympathy** after giving somebody water. He was **uneasy** when caught in freakish weather.

He is an ardent worshipper of Nunûr and a worshipper of Äs.

He is a citizen of The Old Net. He is a member of The Helmed Arena. He is the expedition leader of The Helmed Arena. He is the chief medical dwarf of The Helmed Arena. He arrived at Azothurdin on the 15th of Granite in the year 202.

He is sixty-four years old, born on the 24th of Malachite in the year 138.

His upper lip is mangled beyond recognition. His lower lip is mangled beyond recognition. His mouth is mangled beyond recognition. His fifth toe, left foot is blistered. His left cheek is blistered. His right cheek is blistered. His tongue is mangled beyond recognition. His right eyelid is blistered. His left eyelid is blistered. His right cheek is blistered. His fifth toe, right foot is blistered. His fourth toe, left foot is blistered. His fourth toe, right foot is blistered. His third toe, left foot is blistered. His third toe, right foot is blistered. His second toe, left foot is blistered. His second toe, right foot is blistered. His first toe, left foot is blistered. His first toe, right foot is blistered. His fourth finger, left hand is blistered. His fourth finger, right hand is blistered. His third finger, left hand is blistered. His third finger, right hand is blistered. His second finger, left hand is blistered. His second finger, right hand is blistered. His first finger, left hand is blistered. His first finger, right hand is blistered. His thumb, left hand is blistered. His thumb, right hand is blistered. His throat is mangled beyond recognition. His nose is blistered. His left ear is blistered. His right ear is blistered. His left eye is mangled beyond recognition. His right eye is mangled beyond recognition. His left foot is mangled beyond recognition. His right foot is mangled beyond recognition. His left lower leg is mangled beyond recognition. His right lower leg is mangled beyond recognition. His left hand is mangled beyond recognition. His right hand is mangled beyond recognition. His left upper arm is mangled beyond recognition. His right upper arm is mangled beyond recognition. His head is blistered. His neck is blistered. His lower body is blistered. His upper body is blistered.

He is short and obese. His eyes are ochre. His short sideburns are neatly combed. His long moustache is neatly combed. His very long beard is arranged in double braids. His short hair is neatly combed. He has a very clear voice. His broad nose is sharply hooked. His lips are very thick. His nose bridge is concave. His teeth are gapped. His head is somewhat short. His hair is dark tan. His skin is raw unber.

He is slow to tire, but he is weak, slow to heal and quite clumsy.

'Asmoth' Uabóktitthal likes satinspar, zinc, blue diamond, giant grey parrot leather, gems, bucklers and figurines. When possible, he prefers to consume thornback ray, pomegranate wine and pearl millet flour. He absolutely detests cave spiders.

He has a great feel for social relationships, a feel for music and willpower.

Like others in his culture, he holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally is disgusted by tranquility and would that the world would constantly churn with noise and activity and sees competition as reasonably important. He dreams of crafting a masterwork someday.

He is not a private person and freely shares details of his life. He finds a chaotic mess preferable to the boredom of harmonious living. He is intellectually stubborn, rarely changing his mind during a debate regardless of the merits. He is very rarely moved by curiosity. He is often cheerful. He doesn't try to get things done perfectly. He doesn't often feel envious of others. He has a calm demeanor. He isn't given to flights of fancy. He generally acts impartially and is rarely moved to mercy. He likes to keep things practical, without delving too deeply into the abstract. He is very humble. He can easily fall in love or develop positive sentiments. He likes to brawl. He has a greedy streak. He inhales sharply when he is angry. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

26th of Hematite.

A group of migrants arrived today. I'm not sure how they found us, but I don't really care all that much since it means there's someone around that's able to treat the rest of us. I'd do it myself, but my eyes appear to be mangled.

6th of Malachite

Everyone's up and about again, even Maskwolf. Nothing's actually been done about all that blistering and mangling, but at least everyone seems to feel better about it.

26th of Malachite

My sight has still not returned. I'm holding onto hope that it will return soon, but until then it looks like we'll be learning to work blind.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 05, 2015, 09:31:20 pm**

The Die-Ary of Amperzand, 28th of Hematite;

Oh gods, this sludge is melting us... My eyes don't work anymore, my skin's falling off, and it doesn't *hurt*.

We're all going to become Ghouls, aren't we...

Shit. I liked having eyes.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Senshuken** on **July 05, 2015, 11:09:44 pm**

You would think removing Senshuken from active military service would be a bad idea; You would be wrong. He gets to be a blind swordmaster now... and if he dies I can be redwarfed as someone with working eyes sooner. If possible, Can I change him from a shield and sword dwarf to a bigger, two handed sword? Possibly a katana if at all possible but I'll settle for just a two handed sword.

Senshuken's Journal

26th of Malachite

It seems I spoke to soon. Just when I thought things couldn't get any worse, turns out the purple goo falling from the sky has the nasty side effect of melting the eyes... Despite the horrible pain of the actual eye melting, I feel strangely fine. I mean, it would help if we had a doctor who could see in order to give us some proper medical care in order to try and treat all the damage but I'm not going to let something as minor as loss of sight stop me from killing everything that threatens this shitty, shitty Fortress.

Besides, a quick, clean death on the battlefield sounds a whole lot better then living here for the rest of my life as a cripple.

Wish me luck!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Askarn** on **July 05, 2015, 11:32:10 pm**

Well, this got gruesome remarkably fast.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 06, 2015, 12:57:30 am**

Heh. Heheheheheh. Heh.

We should probably set up a covered road to the map edge.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 06, 2015, 01:14:28 am**

Seems like four out of five of our visitor will be trying to kill us. They could do with a bit of blinding.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 06, 2015, 01:33:19 am**

Hmm. Make the covering for said roof out of bridges, which we can raise upon discovering dickish visitors?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 06, 2015, 04:04:39 am**

It might be a good idea to selectively blind some of our workforce once we get enough to spare, now that I think of it. I mean, do corpse haulers really *need* eyes?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 06, 2015, 06:01:12 am**

You may have a point. Of course, it's also possible that the blistering will eventually become so severe as to kill or disable us.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **July 06, 2015, 06:01:37 am**

Quote from: Amperzand on July 05, 2015, 09:31:20 pm

Shit. I liked having eyes.

First OP quote right there

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 06, 2015, 11:50:39 am**

Quote from: TheFlame52 on July 06, 2015, 06:01:37 am

Quote from: Amperzand on July 05, 2015, 09:31:20 pm

Shit. I liked having eyes.

First OP quote right there

This.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Dumbestdorf** on **July 06, 2015, 12:00:38 pm**

This:

Quote from: Deus Asmoth on July 06, 2015, 04:04:39 am

I mean, do corpse haulers really *need* eyes?

is even better. And as a combination? Prediction of Amperzand's future.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **cherry-hearts** on **July 06, 2015, 12:04:27 pm**

@Deus Asmoth: Can I get the gender of my dwarf? This is important for journal entries.

I cannot stress this enough; I NEED to know what my dwarf has downstairs.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 06, 2015, 01:14:15 pm**

Note: Cherry hearts is a heterosexual female. Still haven't had the Cheese Maker show up. Also, Tipi Touchbear is a great name. Just sayin'

Asmoth's Journal.

10th of Galena

A bunch of keas are flying around and stealing our stuff. Senshuken tried to fight them, but... well, he can't see.

2nd of Limestone

A kobold thief showed up and tried to steal our stuff. Senshuken did an impressive job of chasing him around for someone who can't see, but didn't manage to land any hits on the critter.

15th of Limestone

A group of merchants showed up ~~and tried to steal our stuff~~. Apparently, they transport aid from the dwarves on the other side of the mountains to groups like us. They refused to lead us to the Mountainhomes; they stopped accepting refugees after some 'tainted' people were let in once before. They did give us their news, but apparently they're a bit behind the times anyway.

Spoiler (click to show/hide)

The expedition leader `snth' Ubôktthl mts wth th otpst lsn lngsh Alâthsl

The latest news from Lambdread is that a few years ago Solon Basesclasp was kidnapped from the site by Onget Fencedfrost. A few years ago Solon Basesclasp was kidnapped from the site by Onget Fencedfrost. The latest news from Zephyrsizzles is that many years ago Lôr Tombbastion was kidnapped from the site by Udil Enjoyedcloistered. Many years ago Lôr Tombbastion was kidnapped from the site by Udil Enjoyedcloistered. The latest news from Jadeglazes is that many years ago Lôr Tombbastion was kidnapped from the site by Tipi Touchbear. The latest news from Wildnessdemon is that several years ago Shorast Twinklefortresses was kidnapped from the site by Xuspgas Siegedbad. The latest news from Powermine is that a few years ago Solon Basesclasp was kidnapped from the site by Smunstu Jackaldangers.

12th of Sandstone

A new group of refugees arrived today, so the people with sight once again outnumber the blind. For some reason I was expecting a cheesemaker to show up, but none were to be found...

20th of Sandstone

We've finally got around to tapping the volcano for power. At the moment, it's mostly being used to turn some clay into bricks that we can build a decent wall out of, but we've also smelted the small amount of iron ore that we were carrying around with us before we arrived. We'll hopefully be able to turn it into steel and decent weaponry and armour before too long.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **cherry-hearts** on **July 06, 2015, 08:07:28 pm**

Journal of Cherry-Hearts, 20th Sandstone, 202:

I finally found my pen so that I could actually write in this journal. With all that so-called "horrid goo" falling from the sky, I have pretty much gone blind. We've all been hard at work on this new fortress, and eye-sight or no eye-sight I'll make sure to do my best, or my ultimate plan will never reach fruition. All these blisters from the rain are pretty painful, but as I always say: "Good things are worth a few uncomfortable blisters."

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Senshuken** on **July 06, 2015, 10:24:36 pm**

Warning: the following may be little more then unreadable scribbles.

Senshuken's Journal

20th of Sandstone

So far, learning to fight blind has been difficult. Some Keas's invaded that I couldn't really fight off (Considering that they are small, flying creatures that isn't that big of a surprise... fucking Keas) and I managed to chase around a Kobold for a while but failed to hit the little

bastard. I can't count on my sight anymore, so I need to focus on my hearing instead. I must become like the bat and find my foes through the medium of noise if I hope to find and defeat them!

I shall study them during my training from now on so that I may become the solder that I was meant to be or die trying!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 06, 2015, 10:46:10 pm**

Amp's journal, 13th of Sandstone;

Y'know, I just realized, how the hell am m I wRiting wHI le blnI da Nd w iTH half-nU U**m** b A h Nb ds?

IiI MeA n tHjs mSUt bE bEAraly legibEbl.

h**u**h, Wi**r**Ed

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Eldin00** on **July 07, 2015, 12:51:18 am**

I'd like a turn please.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TechnoXan** on **July 07, 2015, 10:28:44 am**

Journal of Xan, the Cowardly Miner

Entry 1:
Well, here I am. I am living in hell. Goo is falling from the skies and it HURTS! And I am going blind to boot! No, no, no! I can't go blind! By all the gods who have abandoned me here, help! I have got to survive here. What will I do? Death seems inevitable when we are all blind and Goo is everywhere.

I know one of the old Dwarfs said that this hell was brought on by a civilization that advanced so much they challenged Armok himself. Well, that was before he was eaten by some savage elves that attacked our caravan. Maybe that's why this is a desolate wastland covered in Goo. He may be an old kook but it's worth a shot. If find some remnants of the idiots who fought a god, I might be able to use it to rise to a position of non-expendibility. Or maybe even get out of this hell, I'll tell you all one thing, I am getting out of here.

I will NOT die here!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Salmeuk** on **July 09, 2015, 06:03:06 am**

Can you post the thought screen for Salmeuk?

I think we've struck gold with this goo, my friends. Selective disablement could prove
Spoiler (click to show/hide)
horrifying
extremely useful down the line.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 09, 2015, 11:34:57 am**

I'll post the profiles for everyone. I might add them to the first post with any future dwarfings if the overseers post them as well.

Spoiler: Ampersand (click to show/hide)

'Ampersand' Solozlikot, "Ampersand' Worshipink", Miner

"I finished up some work. That was very satisfying!"

He feels **satisfied** at work. Within the last season, he was **blissful** dining in a fantastic dining room. He was **blissful** after sleeping in a good bedroom. He felt **fondness** talking with a friend. He felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Door. He was **content** after a bath. He felt **sympathy** after giving somebody water. He was **blissful** dining in a great dining room. He was **embarrassed** after sleeping without a proper room.

He is a faithful worshipper of **Munûr** and a worshipper of **Keshan Diamondochre the Oil of Aquamarine**.
He is a citizen of **The Old Net**. He is a member of **The Helmed Arena**. He arrived at **Azothurdim** on the 15th of **Granite** in the year **202**.
He is **seventy-nine** years old, born on the **9th** of **Sandstone** in the year **123**.
His upper lip is mangled beyond recognition. His lower lip is mangled beyond recognition. His right eyelid is blistered. His left eyelid is blistered. His right cheek is blistered. His left cheek is blistered. His tongue is mangled beyond recognition. His mouth is mangled beyond recognition. His fifth toe, left foot is blistered. His fifth toe, right foot is blistered. His fourth toe, left foot is blistered. His fourth toe, right foot is blistered. His third toe, left foot is blistered. His third toe, right foot is blistered. His second toe, left foot is blistered. His second toe, right foot is blistered. His first toe, left foot is blistered. His first toe, right foot is blistered. His fourth finger, left hand is blistered. His fourth finger, right hand is blistered. His third finger, left hand is blistered. His third finger, right hand is blistered. His second finger, left hand is blistered. His second finger, right hand is blistered. His first finger, left hand is blistered. His first finger, right hand is blistered. His thumb, left hand is blistered. His thumb, right hand is blistered. His throat is mangled beyond recognition. His nose is blistered. His left ear is blistered. His right ear is blistered. His left eye is mangled beyond recognition. His right eye is mangled beyond recognition. His left foot is mangled beyond recognition. His right foot is mangled beyond recognition. His left lower leg is mangled beyond recognition. His right lower leg is mangled beyond recognition. His right hand is mangled beyond recognition. His left lower arm is mangled beyond recognition. His right lower arm is mangled beyond recognition. His left upper arm is mangled beyond recognition. His right upper arm is mangled beyond recognition. His head is blistered. His neck is blistered. His lower body is blistered. His upper body is blistered.

He has a broad body made broader still by no shortage of surrounding lard. His medium-length sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is neatly combed. His very long hair is arranged in double braids. He has a very clear voice. His lips are very thick. His extraordinarily broad nose is sharply hooked. His teeth are gapped. His eyebrows are quite sparse. His hair is flax. His raw umber skin is slightly wrinkled. His eyes are ochre. His eyes have slightly thin irises.

He is quite durable, but he is weak and very slow to heal.
'Ampersand' Solozlikot likes siltstone, darksteel, tsavorite, elk leather, the color clear, spears, anvils and chickens for their clucking. When possible, he prefers to consume jumping spider, brook lamprey and white millet beer. He absolutely detests bats.
He has a great sense of empathy, a very good feel for social relationships, a sharp intellect and a good spatial sense, but he has a shortage of patience, a poor memory and a large deficit of willpower.

Like others in his culture, he holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time and finds nature somewhat disturbing. He personally values independence and is somewhat put off by trade and commerce. He dreams of creating a great work of art.

He is very rarely moved by curiosity. He thinks he is fairly important in the grand scheme of things. He often feels discouraged. He has a noticeable lack of perseverance. He tends to make a small mess with his own possessions. He is often nervous. He sometimes acts with little determination and confidence. He doesn't tend to hold on to grievances. He likes to keep things practical, without delving too deeply into the abstract. He does not often feel lustful. He is not inherently proud of his talents and accomplishments. He is trusting. He runs his fingers through his hair when he becomes exasperated. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Senshuken (click to show/hide)

"How great it is to be surrounded by family!"

Within the last season, he was **blissful** dining in a great dining room. He was **blissful** after sleeping in a good bedroom. He was **content** after a bath. He was **disgusted** while forced to drink slime. He was **disgusted** drinking nasty water. He was **irritated** when thirsty. He was **embarrassed** after sleeping without a proper room. He is a **worshipper of Dakas Bronze** **paint**ed the **Cardinal Cave** and a **worshipper of Urus**. He is a **citizen of The Old Net**. He is a **member of The Helmed Arena**. He is the **militia commander of The Helmed Arena**. He arrived at **Azothurdim on the 15th of Granite in the year 202**. He is **sixty-four years old, born on the 14th of Timber in the year 138**. His upper lip is mangled beyond recognition. His lower lip is mangled beyond recognition. His right eyelid is blistered. His left eyelid is blistered. His right cheek is blistered. His left cheek is blistered. His tongue is mangled beyond recognition. His mouth is mangled beyond recognition. His fifth toe, left foot is blistered. His fifth toe, right foot is blistered. His fourth toe, left foot is blistered. His fourth toe, right foot is blistered. His third toe, left foot is blistered. His third toe, right foot is blistered. His second toe, left foot is blistered. His second toe, right foot is blistered. His first toe, left foot is blistered. His first toe, right foot is blistered. His fourth finger, left hand is blistered. His fourth finger, right hand is blistered. His third finger, left hand is blistered. His third finger, right hand is blistered. His second finger, left hand is blistered. His second finger, right hand is blistered. His first finger, left hand is blistered. His first finger, right hand is blistered. His thumb, left hand is blistered. His thumb, right hand is blistered. His throat is mangled beyond recognition. His nose is blistered. His left ear is blistered. His right ear is blistered. His left eye is mangled beyond recognition. His right eye is mangled beyond recognition. His left foot is mangled beyond recognition. His right foot is mangled beyond recognition. His left lower leg is mangled beyond recognition. His right lower leg is mangled beyond recognition. His right lower leg is mangled beyond recognition. His left hand is mangled beyond recognition. His right hand is mangled beyond recognition. His left upper arm is mangled beyond recognition. His right upper arm is mangled beyond recognition. His head is blistered. His neck is blistered. His lower body is blistered. His upper body is blistered. He has incredible muscles stretched over a broad body. He has a very clear voice. His nose bridge is incredibly concave. His lips are very thick. His nose is hooked. He has a deeply recessed chin. His teeth are gapped. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His short hair is neatly combed. His ears have large hanging lobes. His hair is pale brown. His skin is raw umber. His eyes are ochre. He is mighty, quite quick to heal and very slow to tire, but he is susceptible to disease. 'Senshuken' Rurral likes native copper, iron, prase opal, hemp plant fiber fabric, gems, maces, low boots, figurines and ocean sunfish for their size. When possible, he prefers to consume yak cheese, tomatillo wine and paradise nut fruits. He absolutely detests snails. He has a great affinity for language, a deep well of patience, an ability to read emotions fairly well, a good intellect, willpower and a good kinesthetic sense, but he has very bad intuition. Like others in his culture, he holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally finds the idea of fair-dealing foolish and cheats when he finds it profitable. He dreams of creating a great work of art. He is absorbed in delusions of self-importance. He has a strong tendency toward privacy. He is somewhat quarrelsome, and he is bothered by this since he values friendship. He tends to consider what others think of him. He generally acts impartially and is rarely moved to mercy. He is slow to anger. He often feels lustful. He has a tendency toward forming deep emotional bonds with others. He is brave in the face of imminent danger. He occasionally overindulges. He is often nervous. He becomes very rigid when he's angry. He chews his lips intently when he's thinking. He scratches his head when he's nervous. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Xan (click to show/hide)

'Xan' Kivishsazir, "Xan' Lancerbridge", Miner

"I'm doing fine."

Within the last season, he was **content** after sleeping in a good bedroom. He felt **satisfied** at work. He was **content** dining in a great dining room. He felt **pleasure** near his own fine Bed. He felt **fondness** talking with a sibling. He felt **pleasure** near a fine Door. He felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He is married to Fath Gemjaws. He is the son of Dodók Relicgrowls and Erush Blownportal. He is a citizen of The Old Net. He is a member of The Helmed Arena. He is a former member of The Arena of Lobsters. He is a former member of The Armor of Tactics. He arrived at Azothurdim on the 26th of Hematite in the year 202. He is **twenty-nine years old, born on the 25th of Hematite in the year 173**. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. He has a broad body. His ochre eyes have very thin irises. His somewhat played out ears are broad. His raw umber skin is slightly wrinkled. His hair is chocolate. 'Xan' Kivishsazir likes porcelain, darksteel, resin opal, penguin leather, rope reed fiber fabric, the color azure, shields, chickens for their clucking and valley herbs for their tiny leaves. When possible, he prefers to consume giant impala, spotted ratfish, beetroot wine and round limes. He absolutely detests toads. He has very good intuition, but he has a questionable spatial sense, a little difficulty with words and a poor ability to manage or understand social relationships. Like others in his culture, he holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, finds merrymaking and partying worthwhile activities, values martial prowess, respects commerce and finds nature somewhat disturbing. He personally dislikes cooperation, finds friendship burdensome and doesn't think one way or the other about leisure time. He dreams of mastering a skill. He is inquisitive and never seeks out knowledge or information to satisfy himself. He is very stubborn. He dislikes receiving advice, preferring to keep his own counsel. He strongly prefers discussions of ideas and abstract concepts over handling specific practical issues. He often feels lustful. He tends to be a little wasteful when working on projects. He enjoys the company of others. He has an active imagination. He is somewhat quarrelsome. He generally finds himself quite hopeful about the future. He often feels envious of others. He doesn't mind a little tumult and discord in day-to-day living. He likes to brawl. He doesn't mind wearing something special now and again. He generally acts impartially and is rarely moved to mercy. He tends to be swayed by the emotions of others. He is slow to trust others. He can occasionally lose focus on the matter at hand. He tends to share his own experiences and thoughts with others. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Salmeuk (click to show/hide)

'Salmeuk' Melbilikal, "Salmeuk' Tomeshealer", Woodworker

"Be mindful of the law."

Within the last season, he was **interested** near his own fine Bed. He was **interested** near a fine Door. He was **interested** near a fine Table. He was **interested** near a fine Table. He was **interested** near his own fine Door. He was **blissful** dining in a fantastic dining room. He felt **satisfied** at work. He was **interested** near a fine Table. He was **blissful** after sleeping in a good bedroom. He was **blissful** after a bath. He is a dubious worshipper of Keshan Diamondchve the Oil of Aquamarine and a casual worshipper of Istrath the Merchant of Wanderers. He is a citizen of The Old Net. He is a member of The Helmed Arena. He arrived at Azothurdim on the 15th of Granite in the year 202. He is **sixty-four years old, born on the 16th of Opal in the year 138**. He has a stout muscular body. His long sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is neatly combed. His medium-length hair is tied in a pony tail. He has a very clear voice. His nose is sharply hooked. His lips are very thick. He has a deeply recessed chin. His nose bridge is concave. His somewhat short ears have large hanging lobes. His teeth are gapped. His hair is charcoal. His skin is raw umber. His eyes are ochre. His eyes are slightly rounded. He is strong, but he is quite susceptible to disease. 'Salmeuk' Melbilikal likes microcline, aluminum, tigereye, the color orange, bucklers, barrels, amulets and giant lynx for their ear tufts. When possible, he prefers to consume giant wolverine and pomegranate wine. He absolutely detests slugs. He has a great sense of empathy, a deep well of patience and a lot of willpower, but he has a questionable spatial sense, bad intuition, an iffy memory, poor analytical abilities, poor creativity and little natural inclination toward music. Like others in his culture, he holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally deeply values introspection, feels that those who attempt to conceal their emotions are vain and foolish, strongly values tranquility and quiet and finds friendship burdensome. He dreams of crafting a masterwork someday. He tends to avoid any physical confrontations, and he works to square this natural tendency with his respect of martial prowess. He is quite polite. He has little interest in joking around. He has a sense of duty. He does not have a great aesthetic sensitivity, and he is conflicted by this as he values artwork and its creation. He is very humble. He often feels envious of others. He is not inherently proud of his talents and accomplishments. He generally acts with a narrow focus on the current activity. He tries to do things correctly each time. He runs his fingers through his hair when he's bored. He stiffens up when he's surprised. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Maskwolf (click to show/hide)

'Maskwolf' Dedukusen, "Maskwolf' Manorhelp", broker

"I've been alright."

Within the last season, he felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He felt **pleasure** near his own fine Bed. He was **blissful** after sleeping in a good bedroom. He was **content** after having a fine drink. He felt **pleasure** near his own fine Door. He felt **satisfied** at work. He was **blissful** dining in a great dining room. He felt **pleasure** near a fine Furnace. He was **blissful** after a bath. He felt **pleasure** near a fine Seat. He felt **satisfied** after receiving water. He felt **pleasure** near a fine Trade Depot. He is a worshipper of Keshan Diamondchve the Oil of Aquamarine and a casual worshipper of Dakas Bronze painted the Cardinal Cave. He is a citizen of The Old Net. He is a member of The Helmed Arena. He is the broker of The Helmed Arena. He arrived at Azothurdim on the 15th of Granite in the year 202. He is **fifty-nine years old, born on the 5th of Opal in the year 143**. His upper lip is mangled beyond recognition. His lower lip is mangled beyond recognition. His right eyelid is blistered. His left eyelid is blistered. His right cheek is blistered. His left cheek is blistered. His tongue is mangled beyond recognition. His mouth is mangled beyond recognition. His fifth toe, left foot is blistered. His fifth toe, right foot is blistered. His fourth toe, left foot is blistered. His fourth toe, right foot is blistered. His third toe, left foot is blistered. His third toe, right foot is blistered. His second toe, left foot is blistered. His second toe, right foot is blistered. His first toe, left foot is blistered. His first toe, right foot is blistered. His fourth finger, left hand is blistered. His fourth finger, right hand is blistered. His third finger, left hand is blistered. His third finger, right hand is blistered. His second finger, left hand is blistered. His second finger, right hand is blistered. His first finger, left hand is blistered. His first finger, right hand is blistered. His thumb, left hand is blistered. His thumb, right hand is blistered. His throat is mangled beyond recognition. His nose is blistered. His left ear is blistered. His right ear is blistered. His left eye is mangled beyond recognition. His right eye is mangled beyond recognition. His left foot is mangled beyond recognition. His right foot is mangled beyond recognition. His left lower leg is mangled beyond recognition. His right lower leg is mangled beyond recognition. His right lower leg is mangled beyond recognition. His left hand is mangled beyond recognition. His right hand is mangled beyond recognition. His left upper arm is mangled beyond recognition. His right upper arm is mangled beyond recognition. His head is blistered. His neck is blistered. His lower body is blistered. His upper body is blistered. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His very long hair is tied in a pony tail. He has a very clear voice. His lips are very thick. His extremely long nose is sharply hooked. He is average in size. He has a deeply recessed chin. His nose bridge is concave. His teeth are gapped. His ears are somewhat short. His ochre eyes are slightly close-set. His hair is buff. His skin is raw umber. He is almost never sick, but he is very flimsy. 'Maskwolf' Dedukusen likes andesite, silver, cherry opal, battle axes and kangaroo men for their pouches. When possible, he prefers to consume lungfish and dwarven beer. He absolutely detests cave spiders. He has a great kinesthetic sense, a feel for music and the ability to focus, but he has an iffy memory and a questionable spatial sense. Like others in his culture, he holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally is completely put off by the idea of friends and disregards tradition. He dreams of crafting a masterwork someday. He is not bothered in the slightest by deviations from the norm or even extreme differences in lifestyle or appearance. He strongly prefers discussions of ideas and abstract concepts over handling specific practical issues. He lives an orderly life, organized and neat. He isn't particularly curious about the world. He finds obligations confining, though he is conflicted by this for more than one reason. He doesn't often experience strong cravings or urges. He has little interest in joking around. He has a greedy streak. He is trusting. He is rarely happy or enthusiastic, and he is conflicted by this as he values parties and merrymaking in the abstract. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Cherry heart (click to show/hide)

"I finished up some work. That was very satisfying!"

She feels **satisfied** at work. Within the last season, she was **content** after eating a pretty decent meal. She was **blissful** dining in a great dining room. She was **blissful** after sleeping in a good bedroom. She was **content** after a bath. She felt **pleasure** near a fine Table. She felt **fondness** talking with a friend. She was **disgusted** while forced to drink slime. She was **disgusted** drinking nasty water. She was **irritated** when thirsty. She felt **pleasure** near a fine Seat. She felt **pleasure** near a fine Table. She felt **pleasure** near a fine Seat. She was **embarrassed** after sleeping without a proper room. **She is an ardent worshipper of As and a worshipper of Zasit.** **She is a citizen of The Old Net. She is a member of The Helmed Arena. She arrived at Azothurdim on the 15th of Granite in the year 202.** **She is seventy-three years old, born on the 3rd of Slate in the year 129.** Her upper lip is mangled beyond recognition. Her lower lip is mangled beyond recognition. Her right eyelid is blistered. Her left eyelid is blistered. Her right cheek is mangled beyond recognition. Her left cheek is mangled beyond recognition. Her tongue is mangled beyond recognition. Her mouth is mangled beyond recognition. Her fifth toe, left foot is blistered. Her fifth toe, right foot is blistered. Her fourth toe, left foot is blistered. Her fourth toe, right foot is blistered. Her third toe, left foot is blistered. Her third toe, right foot is blistered. Her second toe, left foot is blistered. Her second toe, right foot is blistered. Her first toe, left foot is blistered. Her first toe, right foot is blistered. Her first finger, right hand is blistered. Her second finger, left hand is blistered. Her second finger, right hand is blistered. Her first finger, left hand is blistered. Her first finger, right hand is blistered. Her thumb, left hand is blistered. Her thumb, right hand is blistered. Her throat is mangled beyond recognition. Her nose is blistered. Her left ear is blistered. Her right ear is blistered. Her left eye is mangled beyond recognition. Her right eye is mangled beyond recognition. Her left foot is mangled beyond recognition. Her right foot is mangled beyond recognition. Her left lower leg is mangled beyond recognition. Her right lower leg is mangled beyond recognition. Her left hand is mangled beyond recognition. Her right hand is mangled beyond recognition. Her left lower arm is mangled beyond recognition. Her right lower arm is mangled beyond recognition. Her left upper arm is mangled beyond recognition. Her right upper arm is mangled beyond recognition. Her head is blistered. Her neck is blistered. Her lower body is blistered. Her upper body is blistered. She is short with well-defined muscles. Her ochre eyes have large irises. She has a very clear voice. Her nose is sharply hooked. She has a recessed round chin. Her lips are very thick. Her teeth are gapped. Her nose bridge is concave. Her quite sparse eyebrows are extremely long. Her hair is brown. Her medium-length hair is arranged in double braids. Her skin is raw umber. **She is incredibly tough and very strong, but she is quite susceptible to disease.** **'Cherry heart' Umarthikut likes orpiment, bronze, light yellow diamond, cave blob leather, the color azure, clouds, crowns and floating guts for their freakish appearance. When possible, she prefers to consume char, rhubarbs and banana beer. She absolutely detests bats.** **She has great intuition and willpower.** Like others in her culture, she holds craftsduwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. **She personally views cooperation as a low ideal not worthy of any respect and values peace over war. She dreams of crafting a masterwork someday.** She is extremely confident of herself in situations requiring her skills. She does not often feel lustful. She has a tendency to go it alone, without considering the advice of others. She tries to do things correctly each time. She often acts with compassion. She doesn't cling tightly to ideas and is open to changing her mind. She is often cheerful. She tends to be a little tight with resources when working on projects. She tends to form only tenuous emotional bonds with others. She takes offered help and gifts without feeling particularly grateful. She can easily fall in love or develop positive sentiments. She occasionally overindulges. She tends not to reveal personal information. When she's nervous, she rarely talks. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Taupe (click to show/hide)

'Taupe' Ginetiden, "'Taupe' Crewpaddled", Farmer
"A skilled warrior is a beautiful sight to behold."
Within the last season, he was interested near a fine Furnace. He felt satisfied at work. He was interested near his own fine Cabinet. He was interested near his own fine Bed. He was interested near his own fine Container. He was interested near a fine Seat. He was interested near a fine Table. He was interested near a fine Table. He was blissful dining in a great dining room. He was blissful after sleeping in a good bedroom. He was content after a bath. He is a worshipper of Dakas Bronzepainted the Cardinal Cave and a worshipper of Zasit. He is a citizen of The Old Net. He is a member of The Helmed Arena. He arrived at Azothurdim on the 15th of Granite in the year 202. He is sixty-nine years old, born on the 26th of Felsite in the year 133. His upper lip is mangled beyond recognition. His lower lip is mangled beyond recognition. His right eyelid is blistered. His left eyelid is blistered. His right cheek is blistered. His left cheek is blistered. His tongue is mangled beyond recognition. His mouth is mangled beyond recognition. His fifth toe, left foot is blistered. His fifth toe, right foot is blistered. His fourth toe, left foot is blistered. His fourth toe, right foot is blistered. His third toe, left foot is blistered. His third toe, right foot is blistered. His second toe, left foot is blistered. His second toe, right foot is blistered. His first toe, left foot is blistered. His first toe, right foot is blistered. His fourth finger, left hand is blistered. His fourth finger, right hand is blistered. His third finger, left hand is blistered. His third finger, right hand is blistered. His second finger, left hand is blistered. His second finger, right hand is blistered. His first finger, left hand is blistered. His first finger, right hand is blistered. His thumb, left hand is blistered. His thumb, right hand is blistered. His throat is mangled beyond recognition. His nose is blistered. His left ear is blistered. His right ear is blistered. His left eye is mangled beyond recognition. His right eye is mangled beyond recognition. His right foot is mangled beyond recognition. His left lower leg is mangled beyond recognition. His right lower leg is mangled beyond recognition. His right upper leg is mangled beyond recognition. His left hand is mangled beyond recognition. His right hand is mangled beyond recognition. His left lower arm is mangled beyond recognition. His right lower arm is mangled beyond recognition. His head is blistered. His neck is blistered. His lower body is blistered. His upper body is blistered. He is short and fat. He has a very clear voice. His long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is neatly combed. His hair is clean-shaven. His nose is sharply hooked. He has high cheekbones, and he has a very round chin. His teeth are gapped. His ochre eyes are round. His nose bridge is concave. His ears are somewhat short. His hair is amber. His skin is raw umber. 'Taupe' Ginetiden likes shale, rose gold, tanzanite, llama wool, the color copper, coffins, amulets, toy hammers and alpacas for their jutting teeth. When possible, he prefers to consume giant toad and artichoke wine. He absolutely detests hamsters. He has bad intuition, poor analytical abilities, poor creativity and a poor ability to manage or understand social relationships. Like others in his culture, he holds craftsduwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time and respects commerce. He personally is somewhat disgusted by romance and values nature. He dreams of mastering a skill. He dislikes abstract discussions and would much rather focus on practical examples. He relies on the advice of others during decision making. He can handle stress. He likes to take it easy. He often acts with compassion. He prefers that everyone live as harmoniously as possible. He prefers to present himself modestly. He is often nervous. He generally finds himself quite hopeful about the future. He generally acts with a narrow focus on the current activity. His hands move frantically when he's trying to remember something. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.
A short, sturdy creature fond of drink and industry.

Spoiler: Flame (click to show/hide)

'Flame' Avuzudist, "'Flame' Minedpleated", Thresher
"I finished up some work. That was very satisfying!"
He feels satisfied at work. Within the last season, he was blissful dining in a legendary dining room. He was blissful after sleeping in a good bedroom. He felt pleasure near his own fine Bed. He felt pleasure near his own fine Cabinet. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near his own fine Door. He was blissful dining in a great dining room. He was disgusted while forced to drink slime. He was disgusted drinking nasty water. He was irritated when thirsty. He is the son of Dastot Kindtreaties and Kumil Bridgebreed. He is a citizen of The Old Net. He is a member of The Helmed Arena. He is a former member of The Bust of Grasps. He arrived at Azothurdim on the 26th of Hematite in the year 202. He is sixteen years old, born on the 9th of Granite in the year 186. His hair is extremely long. He is muscular. His teeth are widely-spaced. His nose is sharply hooked. His nose bridge is concave. He has high cheekbones, and he has a deeply recessed chin. His eyelashes are short. His somewhat broad ears are somewhat short. His eyebrows are slightly low. His head is somewhat broad. His hair is dark chestnut. His skin is raw umber. His eyes are ochre. He is strong. 'Flame' Avuzudist likes tin glaze, lay pewter, onyx opal, the color pearl, jugs and grizzly bears for their strength. When possible, he prefers to consume blueberry wine and kangaroo's milk. He absolutely detests lizards. He has a great affinity for language, very good intuition and good creativity, but he has poor spatial senses. Like others in his culture, he holds craftsduwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values leisure time, respects commerce and finds nature somewhat disturbing. He personally disregards tradition, finds those that develop skill with weapons and fighting distasteful, finds eloquence and artful speech off-putting, doesn't really see the point of working hard and doesn't care about art one way or another. He dreams of mastering a skill. He has a tendency to go it alone, without considering the advice of others. He generally acts impartially and is rarely moved to mercy. He tends to consider what others think of him. He likes to keep things practical, without delving too deeply into the abstract. He takes offered help and gifts without feeling particularly grateful. He has a sense of duty. He is quite polite. He doesn't seek out excitement. He occasionally overindulges. He begins to talk much more slowly when he's exasperated. He chews his lips when he's angry. He needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

Asmoth's Journal

1st of Moonstone

I've decided to take a crack at getting some kind of census and supply count going. It's easy enough to identify most of this stuff by touch, and since I've switched to a clay tablet rather than paper I can go over the records that way as well. It's slow going at the moment, but hopefully with some practice I'll get used to it.

In other news, Salmeuk's blisters seem to have healed. His sight still hasn't returned, so I guess there's been some internal damage done there. Strangely, he's still leaking pus everywhere.

2nd of Moonstone

I've received reports that 'infernal dust' is drifting close to us in some kind of fog. I have no interest in finding out what something obviously malicious will do to us when the rain is enough to blind us permanently.

18th of Moonstone

I've abandoned the idea of a purely clay wall, using wood instead. We may be able to replace parts of the wall at a time so that it's not vulnerable to fire, but at the moment I'm more worried about immediate protection.

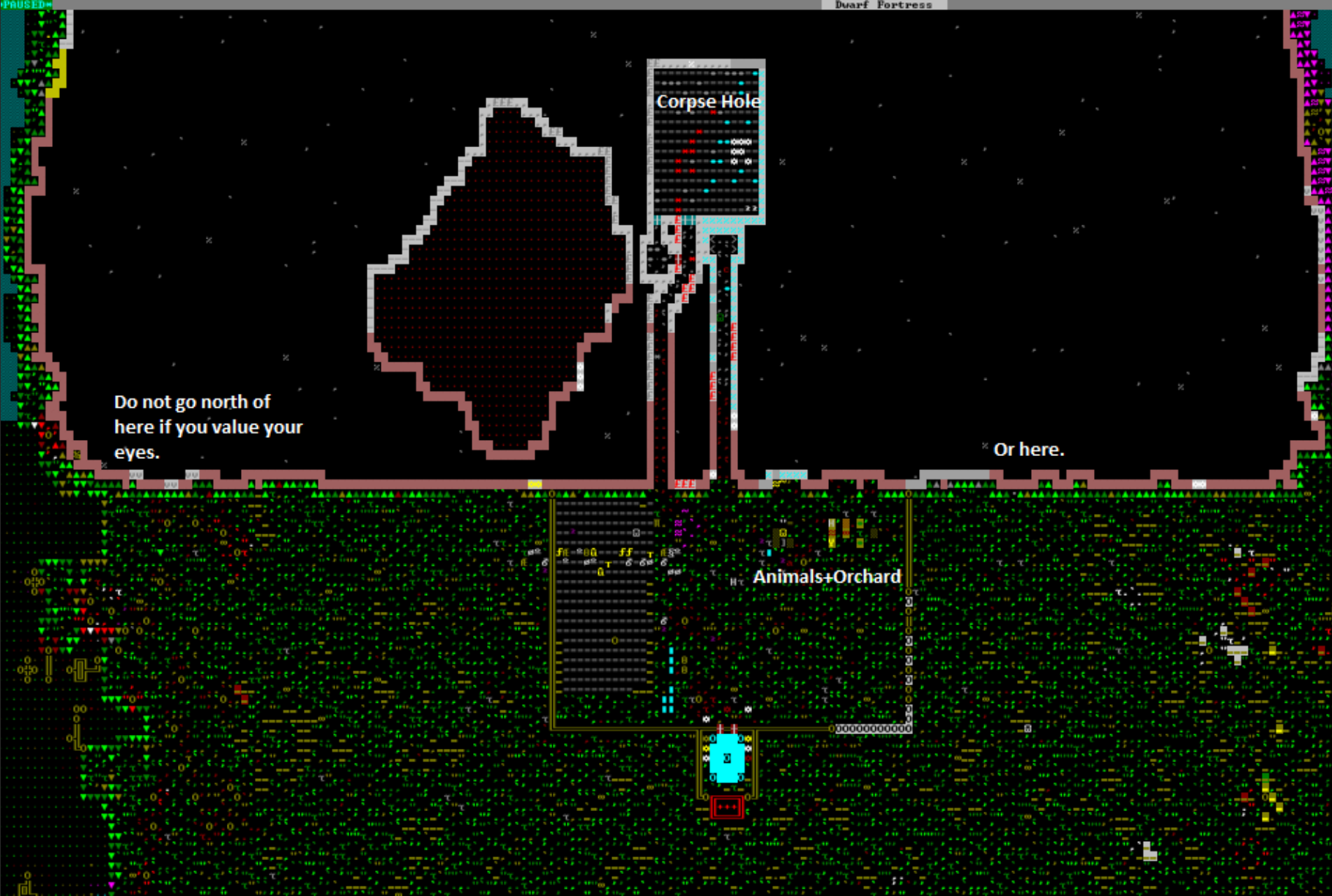
15th of Opal

In spite of my warnings, the hunter that came with the latest group of migrants insists on hunting on the northern face of the mountain, aka Eyegouger Slope.

1st of Granite

With a new year comes a new leader, as is dwarven tradition. I will gladly step down, though I've done up some maps of the local area for any more migrants that we get. It should hopefully help them keep their sight.

Spoiler: Entrance (click to show/hide)



Spoiler: Dining Hall + Farms (click to show/hide)



The rest of the fortress is fairly simplistic at the moment, though I imagine that will change rapidly.

Year 2 (<http://dff.d.bay12games.com/file.php?id=10981>)

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **July 09, 2015, 12:03:10 pm**

I'm a male for once. A 16-year-old male who like jugs and grizzly bears. I am okay with this.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Salmeuk** on **July 09, 2015, 06:23:18 pm**

Quote from: TheFlame52 on July 09, 2015, 12:03:10 pm

I'm a male for once. A 16-year-old male who like jugs and grizzly bears. I am okay with this.

Yes! I always seem to be casted as a female Salmeuk, and now I'm just a guy with a terrible amount of contradictory personality traits. Who is blind.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 09, 2015, 06:46:16 pm**

And I'm like a short, really fat version of myself. Huh.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 09, 2015, 09:01:21 pm**

I like how my dwarf is an idiotic awkward uncreative retard with no ability to focus. And no positive traits. Wven with eyes he's still worst than most blind residents.

Please give him the "Gentle idiot" cusrom proffession.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 10, 2015, 01:27:54 am**

Oh it's my turn? I'll get to that... soon. I'm kinda at college preview day right now.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 10, 2015, 06:15:56 am**

I can bump you down the turn list a bit if it's a bad time.

Taupe, I think you're also blind on top of everything else, so you don't even have that going for you.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 10, 2015, 08:02:26 am**

Nah man, I can pick it up tomorrow.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 12, 2015, 02:32:13 pm**

You may be better off moving me down, actually, I'm kinda busy...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 12, 2015, 03:11:05 pm**

Quote from: Deus Asmoth on July 10, 2015, 06:15:56 am
I can bump you down the turn list a bit if it's a bad time.
Taupe, I think you're also blind on top of everything else, so you don't even have that going for you.
I saw cube. My dwarf will bw one of the baffling survivors, somehow...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 12, 2015, 05:51:13 pm**

Contacting Salmeuk for the turn, then. Mask, let me know when it's a better time and I'll put you on the list again.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 12, 2015, 07:32:27 pm**

Pretty sure Salmeuk is curently busy with ~~Assault on precinct 13~~ Icehold.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Salmeuk** on **July 13, 2015, 03:13:08 am**

Ok, will start my turn tomorrow / next day, gotta post my final icehold turn tonight.

Just to clarify, all I do is drop the save folder into an existing DF install?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 13, 2015, 08:07:42 am**

Yeah, all the the changes are in the save's raw folder so you don't need to alter anything else.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Iamblichos** on **July 15, 2015, 01:09:57 pm**

OK, just found this and it looks ~~absolutely horrifying~~ thoroughly enjoyable. I'd like a dorf and a turn please.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 15, 2015, 02:55:48 pm**

You'll miss having eyes. Have fun though!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Sarrak** on **July 17, 2015, 05:02:05 am**

Fortress that robs you of sight? Perfect! Dwarf me!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **ImagoDeo** on **July 17, 2015, 11:39:13 am**

Quote from: Sarrak on July 17, 2015, 05:02:05 am
Fortress that robs you of sight? Perfect!

My sentiments exactly.

I can haz turn?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 17, 2015, 01:41:16 pm**

Sure. People have been added to the relevant lists.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 17, 2015, 02:38:54 pm**

Hey Asmoth?

Well played on that second update title. I approve.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TechnoXan** on **July 18, 2015, 10:54:03 pm**

Entry 2:
God my eyes! It's so blurry! I've got to hurry. I found an old piece of carved stone hurried in some rock. I could feel, since I can barely see, some interesting runes. The lines and indentations painted an interesting picture.

I think it depicts a dwarf creating a sword. It then shows the sword being worshipped by dwarfs. Then it pictures Dwarfs striking down a large figure wielding the sword.

Uhh, what the heck?! That makes no sense. Well part of the slab is broken off. Maybe if I dig some more?

OOC: like it so far? :D

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **cherry-hearts** on **July 21, 2015, 03:36:46 pm**

Salmeuk has not posted an update for over a week. As per the rules, his turn is to be skipped.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 21, 2015, 04:43:32 pm**

I'll take it, since I was supposed to be next anyway.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 21, 2015, 05:37:24 pm**

Mmhm. I PMed him yesterday and haven't gotten a response since. If there's nothing by tomorrow, Mask can go ahead.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 22, 2015, 07:04:15 am**

Ok, no contact from Salmeuk, so it's officially Mask's turn (again).

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 22, 2015, 04:00:28 pm**

Hallo.

Halfway through Spring.

Sorry about the lack of images, btw, the mac version is irritatingly small-screen.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Sarrak** on **July 22, 2015, 05:01:10 pm**

Quote from: 4maskwolf on July 22, 2015, 04:00:28 pm
Sorry about the lack of images, btw, the mac version is irritatingly small-screen.
Use cut screen. It's easy to save small yet interesting parts of the fortress with it.

Small images are better than no images at all!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 22, 2015, 05:29:22 pm**

It's possible to make it full-screen on mac, FYI. I haven't done it, but it's possible.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 22, 2015, 05:43:11 pm**

Also, Xan, to the best of my knowledge you're not blind. Your dwarf arrived in the first migrant wave, and only the original seven should be feeling the effects. Though I might be wrong; there was still some stuff at the original embark point when you arrived. Or Mask could blind you if you ask nicely.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 22, 2015, 05:47:01 pm**

Quote from: Deus Asmoth on July 22, 2015, 05:43:11 pm
Also, Xan, to the best of my knowledge you're not blind. Your dwarf arrived in the first migrant wave, and only the original seven should be feeling the effects. Though I might be wrong; there was still some stuff at the original embark point when you arrived. Or Mask could blind you if you ask nicely.
Yeah he's not blind... yet.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TechnoXan** on **July 22, 2015, 10:55:47 pm**

Quote from: Deus Asmoth on July 22, 2015, 05:43:11 pm

Also, Xan, to the best of my knowledge you're not blind. Your dwarf arrived in the first migrant wave, and only the original seven should be feeling the effects. Though I might be wrong; there was still some stuff at the original embark point when you arrived. Or Mask could blind you if you ask nicely.

Oh, thanks! I was wondering about the new migrants. I'll add that in and if I have the time/remember edit my posts prior. :D

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 23, 2015, 12:16:35 pm**

-OOC note: you're not likely to get very many screenshots or accurate dates, I'm playing on a mac and the mac version of the game is irritating and covers up a lot of important information as well as having a tiny screen. If anyone knows how to fix this, that would be much appreciated.-

Overseer log of Maskwolf, broker
1 Granite 203
Well if this isn't an interesting turn of events. I was informed earlier today that I am to take over the fortress after Asmoth decided he did not want to maintain constant control over everything. Well, great. This means I actually have to do things.

Oh, and did I mention I can't see anything? I had to conscript one of the migrants to tell me what the hell is going on in this place. Dwarves are skilled at finding their way underground even without their vision, but since half of this place is aboveground I have no idea what to do.

So, from what this guy is reading to me, it sounds like we have a lot of jobs that aren't getting done right now. Great. How on earth am I supposed to accomplish my own plans if I can't even get anyone to drag themselves away from their jobs to do other things.

7 Granite 203
Another idiot got himself hit with the goo outside, meaning they're probably going to be blind. Sucks to suck.

22 Granite 203
I was informed today that a cloud of "infernal dust" had drifted nearby. I don't think any of us want to know what that is, but as long as it doesn't approach us there shouldn't be a problem.

4 Slate 203
Today, I learned that the idiot ranger made a full recovery and did not, in fact, suffer any injury due to his exposure. That's... odd. I'll have to keep an eye on him.

13 Slate 203
Senshuken came in from training to inform me that migrants have arrived today. 30 of them, as it turns out, bringing our population from 16 to 46. I yelled at a few of the useless ones, especially the fisher dwarves, to join Senshuken in training outside, but I'm really not sure what to do with so many. One of them, a cheese maker who introduced herself simply as "The Cheese Maker" (thinks she's so clever, but she's not) apparently was the one who led them here. Hell if I know why the dumbfucks wanted to come to the buttcrack of nowhere, but...

11 Felsite 203
Some more idiots have gotten themselves hit by the goo collecting wood. Why the previous overseers saw fit to cut down trees in that godforsaken biome is beyond me, but...

Personal journal of Maskwolf, broker
1 Granite 203
Well, that fool Asmoth turned over control of this place to me. All the better to advance the goals of the -the next word or words are burned into unreadability- . I have begun drafting the plans for the network, to be finished within the next week. The time has come.

7 Granite 203
The plans have been laid out. All that remains now is for them to be carried out. Well, and a whole bunch of -the next few lines are burned- but that can be dealt with at a later date.

9 Granite 203
Work has begun on the initial stages of the project.

23 Slate 203
Today I ordered the fortress masons to produce a large number of rock blocks for the project. Obviously they weren't told what the blocks were for, but I need them worked on and I need them relatively soon.

28 Felsite 203
The first stages of the network have been completed, and some work has been done on the lower levels as well. I have personally moved a small amount of goods to the network: even if our blind bookkeeper notices, a few logs will hardly go amiss amongst the many hundreds we have available.

Trying to contrast the public announcements of occurances with the actual events, and also playing with having a different public and private persona.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 23, 2015, 01:35:45 pm**

I'm sure that turning over the control of the fortress was all part of my sinister and far reaching plot to... I dunno, something. Dissect people to get myself a new pair of eyes I guess.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 23, 2015, 06:17:55 pm**

I can just click the green expand button in the top left to make the window bigger.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 23, 2015, 08:51:53 pm**

Not that. It's the fact that the game only takes up one quarter of the whole terminal window, which is what is being enlarged.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Amperzand** on **July 23, 2015, 10:17:51 pm**

Interestingly, the same happens to me during the beginning video thing, and for the adventure mode travel map. It fixes itself otherwise, though.

If your problem lies in not seeing enough of the fort, there's a handy new zoom feature controlled by the scrollwheel.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Askarn** on **July 27, 2015, 07:13:28 am**

I'd like to be dwarfed. Blacksmith of some kind if possible, alternatively militia-fodder works.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 27, 2015, 11:03:19 am**

Quote from: Askarn on July 27, 2015, 07:13:28 am
I'd like to be dwarfed. Blacksmith of some kind if possible, alternatively militia-fodder works.

Will do, will do...

Also, I'm a tad busy right now, but don't worry all, I'll be back to you with the summer update probably today.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheCheeseMaker** on **July 27, 2015, 08:35:12 pm**

Journal of TheCheeseMaker

13 Slate 203

I remember the fire. I remember the screaming. I remember the hill I stood on as I watched my home consumed by an endless night.

But I was not a part of it...

I have very few memories of my previous life. My name, my family, my friends, nothing but faint flashes in my dreams.

But I do remember Him.

He who saved me from destruction, the great giant, who devours all things. He turned to me and smiled. In a flash I was whisked away and arrived here, in this world.

I do not know who I am, but I know my purpose. I am TheCheeseMaker, servant of the Devourer, messenger of the blood god, slave of Armok.

I am here because Armok has burdened me with a glorious purpose: to bring to pass Armok's true vision of a perfect world.

While most believe Armok to crave destruction, his smile revealed to me his approval of my trade. My purpose is to do His will by tirelessly creating cheese for this world.

I am TheCheeseMaker. Armok's will be done.

CHEESE FOR THE CHEESE GOD! CHEESE FOR THE CHEESE GOD! ALL HAIL THE GREAT CHEESE MAKER!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 27, 2015, 09:03:05 pm**

Let me analyze this new religious doctrine with all the cleverness and wits that my dwarf can muster...

drools
converts

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 28, 2015, 11:49:16 am**

Overseer log of Maskwolf, broker
1 Hematite 203
A kobold was discovered sneaking around today by two of our blind archers. Not sure entirely how they noticed it, but noticed it was.

5 Hematite 203
Another cloud of infernal dust has drifted nearby. I'm honestly not sure what the big deal is with those kinds of things, but the others tell me we should stay well away from the things. I was all for sending one of our fisher dwarves into it to test its affects, but Asmoth convinced me that that would not be a good idea. A good day for fisher dwarves, a bad day for science.

12 Hematite 203
One of the young children went into seclusion today, hiding herself off in a corner and watching everyone. Over the centuries, we've recognized this as the onset of a strange mood, so we have cleared out of her way to allow her to find whatever workshop they desire.

20 Hematite 203
Well apparently we didn't have a crafts dwarf's workshop for the child to use for their project. This has since been remedied, and the child took over the workshop.

24 Hematite 203
The child started work on their project today, using a hunk of cinnabar and bones from one of the wild boars that was killed a while back.

1 Malachite 203
A new month, and with it, our first artifact! Tangakakur, the cinnabar trumpet, was completed today by our child prodigy. Congratulations.

4 Malachite 203
What... the hell? Today both of our rangers (and a stray kitten) were found dead in various parts of the fortress, and nobody is entirely sure what killed them. Neither of them were killed by a vampire, though, that's for sure. I guess we'll just chalk it up to the mists and be done with it, because all of us are baffled about what this is.

16 Malachite 203
More migrants arrived today! There are only two I really cared to get to know: Iamblichos, our new axedwarf militia captain, and Askarn, the new blacksmith.

17 Malachite 203
...What? Another random death, this time an engraver. I'm guessing it has something to do with either those clouds or the rain, but... I got caught in the rain and didn't die, so it's probably the clouds. Dunno. In other news, Asmoth has been elected mayor, which means he gets to boss us around all he wants. That's fine, I guess, although I'm sure he'll want better quarters now...

27 Malachite 203
Asmoth wants us to make him a buckler. Why? Nobody knows. But a buckler he wants, and a buckler he shall have.

28 Galena 203
Autumn is about to arrive, and with it the time to do something about our meager food stockpiles. We don't have anywhere near the amount of food or the production capacity to meet the needs of all the dwarves in our fortress, and it is time to remedy that.

Personal journal of Maskwolf, broker
1 Hematite 203
Work on the project has reached the first cavern layer, or at least the first cavern layer we have struck so far. This discovery is being kept a secret from the rest of the fortress, as the cavern has nothing of any interest in it beyond tetrahedrite, and we already have plenty of that. There has been a slight adjustment to the mining pattern to account for the cavern.

4 Hematite 203
The project has struck the final cavern layer, and I have heard that there is a large pool of magma extending up from the magma sea located there. Another slight adjustment has been made to account for the cavern's interference.

20 Hematite 203
Despite my best efforts at searching, adamantine remains elusive as I search the magma sea. I will continue the search later, but in the meantime I need to get some other projects dug out. The search for adamantine will have to wait.

2 Malachite 203
Well that's an interesting phenomenon... Apparently the clouds of infernal dust can form in the magma sea. I'm wondering if there is a way we can turn this to our advantage...

3 Malachite 203
Praise the miners! The exploratory shafts ran across adamantine completely by accident, not even by piercing the magma sea to find it. I have commissioned some preliminary work to determine the extent of the adamantine spire we have found.

5 Malachite 203
Our digging appears to show that we have hit the top of the adamantine spire, which means that this level should be safe to dig out. However, I have not ordered its extraction yet, because it would not suit our plans for such a material to be dug out. If one of the miners even snuck one nugget back into the fortress, the entire secret project could be compromised.

20 Malachite 203
The digging-out of the area around the adamantine pillar has been completed, with the adamantine remaining untouched. Due to some information gained from this project, I have expanded the searching operations on the level above slightly to see if what we found is indeed the top of the adamantine vein.

24 Malachite 203
Further work has shown that what we found is not, in fact, the upper level. Interesting. However, there are other projects that need to be completed, and the adamantine mines sealed off from the tunnels. Even if someone were to find the tunnels, the mines are off-limits to all dwarves.

13 Galena 203
The secret mines have been sealed. Nobody is allowed in or out of them, and a wall has been constructed over the former entrance in case anyone stumbles across it. All work that needs to be done has been done.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **July 28, 2015, 06:29:01 pm**

Well, I guess we can safely conclude that you shouldn't hang around in clouds of infernal dust, then. At least they didn't turn into thralls.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 28, 2015, 09:23:11 pm**

Quote from: Deus Asmoth on July 28, 2015, 06:29:01 pm
Well, I guess we can safely conclude that you shouldn't hang around in clouds of infernal dust, then. At least they didn't turn into thralls.
That's the soundest and most pointless research ever conducted since a team of university scientists spent 15 millions to conclude that "Yes, indeed, men do like to stare at boobs".

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheCheeseMaker** on **July 28, 2015, 10:02:35 pm**

Woe unto he who refuses the will of The Cheese God, for they shall be smitten (Book of Urist 3:18). Had these poor souls been underground, making cheese, they never would have died. The obvious solution is to convert all industries into those that help produce cheese. If you refuse, only death snd destruction will ensue.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 28, 2015, 10:38:41 pm**

Quote from: Deus Asmoth on July 28, 2015, 06:29:01 pm
Well, I guess we can safely conclude that you shouldn't hang around in clouds of infernal dust, then. At least they didn't turn into thralls.
Honestly I have no idea why they died, but there was nothing in the combat logs and the rain, while irritating as fuck, isn't lethal, so the infernal dust clouds seem likely. Dumbfucks must have run into them gathering wood or something? I have no idea, I thought I'd forbidden all the wood that was cut in the evil region, but I guess not.

Oh, and I dwarfed Iamblichos, TheCheeseMaker, and Askarn, so I think we're up to date on dwarfings.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 28, 2015, 10:40:25 pm**

Quote from: 4maskwolf on July 28, 2015, 10:38:41 pm
Quote from: Deus Asmoth on July 28, 2015, 06:29:01 pm
Well, I guess we can safely conclude that you shouldn't hang around in clouds of infernal dust, then. At least they didn't turn into thralls.
Honestly I have no idea why they died, but there was nothing in the combat logs and the rain, while irritating as fuck, isn't lethal, so the infernal dust clouds seem likely. Dumbfucks must have run into them gathering wood or something? I have no idea, I thought I'd forbidden all the wood that was cut in the evil region, but I guess not.

Probably an insidious syndrom caused by the thing, yeah. Because you couldn't locate any log, we have no idea how many of the affected dwarves were killed, or Armok have mercy on us, if the syndrome can spread...

Better pray and make more cheese!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Fperson1** on **July 28, 2015, 10:57:44 pm**

This looks like all sorts of fun to be a part of.

If you guys have an open weaponsmith or miner, I'd like to request a dorfing, name of Fperson.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **July 28, 2015, 11:08:22 pm**

Quote from: Fperson1 on July 28, 2015, 10:57:44 pm

This looks like all sorts of fun to be a part of.
If you guys have an open weaponsmith or miner, I'd like to request a dorfing, name of Fperson.

Yeah hum, your full username seems somewhat appropriate here. Trust me there'll be a number two sooner or later.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Fperson1** on **July 28, 2015, 11:23:09 pm**

Quote from: Taupe on July 28, 2015, 11:08:22 pm

Yeah hum, your full username seems somewhat appropriate here. Trust me there'll be a number two sooner or later.

I was tempted to ask for Fperson the First, and iterate it upon deaths. Maybe put it in my profession name, Fperson the First Miner, Fperson the Second Corpse Hauler, etc.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **July 29, 2015, 02:05:51 pm**

Quote from: Fperson1 on July 28, 2015, 11:23:09 pm

Quote from: Taupe on July 28, 2015, 11:08:22 pm
Yeah hum, your full username seems somewhat appropriate here. Trust me there'll be a number two sooner or later.
I was tempted to ask for Fperson the First, and iterate it upon deaths. Maybe put it in my profession name, Fperson the First Miner, Fperson the Second Corpse Hauler, etc.
Will do.

Work has been done on the autumn update, although nothing hugely interesting has been happening.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheCheeseMaker** on **August 04, 2015, 11:43:59 pm**

So, how's the update going?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **August 05, 2015, 08:11:11 am**

Quote from: TheCheeseMaker on August 04, 2015, 11:43:59 pm

So, how's the update going?
Will be out today. Had a busy weekend.
Edit: or... not, because I helped a friend move for the last six hours.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 11, 2015, 11:08:50 am**

Pokey pokey.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TechnoXan** on **August 13, 2015, 09:17:08 am**

So, how's it going? :)

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **4maskwolf** on **August 15, 2015, 06:57:54 pm**

Not well at all. I have way too much stuff on my plate to devote time to a good update. I'm willing to upload the save where I am and write up a final post, or you all could go back to the beginning of the year.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 16, 2015, 02:13:58 pm**

I shall message Taupe. If you're around halfway or more through the year it'd probably be fine for Taupe to finish it off.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 16, 2015, 03:22:12 pm**

Im busy with Murderflood right now. Murderflood turns are rare, beautiful occurences, like comets or unicorns, and I dare not stray away from it right now.

Maybe things will be over by friday and Ill be able to jump into this thing by now. maybe not. But i definitely cant take a turn here until at least then... The rules mention two weeks turns, tho. So maybe we can just wait a bit and Ill blitz through this in like a week. Itll be like waiting for someone who doesnt update much, in the end. My processor is rather solid and this is a rarher young fort, I cant imagine the fps to be too low. we are talking about a day or two of dedicated play.

Your call if you guys wanna skip to the next dude or wait like six days.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TechnoXan** on **August 16, 2015, 10:31:12 pm**

Naw man, I'm looking forward to your turn! Maybe supergoats sister will visit...

Prelude -- Over' qualified

Oh hi!

Hello!

Hello!

Oh, hello! Finally!

My name is Taupe. I'm very good at _____ and for those numerous reasons I'm overseer now. I'm not sure why. I think someone said "Hey, overseer!" and I said "Yes?" because I heard something else. something about salmon. Anyway, people think I'm stupid and awkward and dumb and also not very good around people? Man I wish I had salmon. Or was a fish. then I could see again, using...

That fish thing...

Water!

Anyway, oh right. I think people said I was overseer, probably because they assumed I was Maskwolf and everyone is blind. But now I can't say I'm not because they'd just think im weird and a liar and dumb and can't understand things. So I'll just act as overseer until, well, until someone corrects me. I'm not really sure where Maskwolf is, mostly because I don't even remember what he sounds like, and I don't know where I am, or what this fort is like. I remember a wagon, and from there I'm mostly imagining what the fort is like in my head. I assume it's a place of wonder and excitement and colors and puppies, despite the problems caused by evil rain and stuff. Something like that actually. (https://c2.staticflickr.com/8/7116/7438104150_4b29d98741_b.jpg) I assume you can understand what I'm thinking because you're probably me, because I'm talking to myself, because I can't write journals and nobody has eyes and also I'm not sure I have friends.

People ask me what they should do. I tell them to, hum, solve the problems.

They ask, which problems.

I say, well all of them

Well, not at once, obviously, more like, one at a time. Maybe two. Yes tackling two problems at once can probably work. Because we each have *two* hands. We can't really carry both an axe and a pick at the same time, tho, so they can't be fundamentally different problems.

People tell me, are you sure you know what overseeing means?

I say, yes, except I can't see so I'm just an Over'. I ask the kids if they want to adopt this as slang.

crickets

So, it'll stick I'm sure. Angry voice number 6 tells me, actually different people are supposed to tackle different problems? That's hard. I think we'll solve a single problem at once instead.

I describe a specific yet vague problem, so people don't think I don't know what I'm talking about. I describe a problem that's hum... sphere shaped, but maybe vegetal?

They ask, fruits?

I say, possibly. Could we solve this with hum, erh...

(don't say salmon don't say salmon)

...squares? I describe something that's a square. Maybe a rectangle even. Could something that's a square solve a problem? If so please use the square to solve a problem.

They ask, a farm?

I say, yes, why not! Use a farm. They stop making noises, so probably they are working on the square. Or crafting it. Or whatever it is that people *do* to obtain squares.

I think I'll be ok as an Over'.

Spring update 1 -- A friend comes Over'

So I'm in charge now. And I am going to solve problems. In fact, the very problem I asked people to solve has need of more solving. See, people tell me that they cannot build squares to solve spheres and food and fruit things because we have no seeds for anything. Well, no seeds for anything underground, really. In fact, we haven't got any food period.

I ask if we have more things to plant, but people say they won't plant outside because of the goo. I ask, what if we just, sent blind people outside as farmers? Can they be double-blind? I don't think they can. But apparently the purple horrid goo could totally murder people in addition to making them blind and apparently that's bad for health. I tell the farmers to go anyway, and stop whinning. How many farmers do we have?

One?

His name is *Taupe*?

I think of other solutions. Apparently we have drakelings around the place, which could be used as food. I'm pretty sure drakes are like chicken dudes but with more scales (<http://i.imgur.com/kxAxw6R.jpg>). We could hunt that. I ask the military, which is essentially one dude named Senshuken, to kill the chicken dudes. He says, "*yeah dude i don't have a crossbow and I'm blind*". Well, The Military (which by the way is his title now (<http://i.imgur.com/1mfL6va.jpg>)), maybe if you weren't blind you would find a crossbow, cause there's one *right there*.

That's a chair.

I place the chair in what I think is a dinning room. I also ask Asmoth to make more crossbows, which should give The Military more chances of stumbling upon one. Senshuken will be a great hunter, because he can't be blinded by the sun, which will make shooting up at birds very very easy. My plan is so good, I stay in the dinning hall until chicken is brought to me.

The Military doesn't return yet, because he heard noises outside, and went to investigate. Apparently a kobold was spotted trying to

sneak inside the fortress (<http://i.imgur.com/xOPf2M1.jpg>). His name is Tikijrulus, or so I think. That sounds so *koboldy*. He probably wears a fancy red sweater he stole from elven kids, and cool leather boots that say *"I'm too cool for school"*. He even has a fancy big leather bag because Tikijrulus just believes in himself, and he *knows* he'll succeed in grabbing loot. Also, he's probably blue!

Man, I wish I was as great as Tikijrulus...

[Spoiler](#) (click to show/hide)



Tikijrulus enters the fortress and start running and bouncing around. The Military tries to stop him, but he cannot spot the goblin. I guess having no eyes *does* have drawbacks after all. The kobold visits the fortress as he pleases. The bedrooms I'm told we have, the farms I,m told we have, even the half-finished graveyard I'm told we almost have. Tikijrulus visits it all. I wish he would describe to me what he sees. Sadly he just grabs a clear zircon and the **only** crossbow we currently have, and runs outside unchallenged. I don't think obtaining a total of minus one crossbow is a really good score for my "acquire more crossbow" policy.

Goodbye mister kobold! (<http://i.imgur.com/tTf5qAo.jpg>) He runs away, across the hill, and make his way to his little kobold home, which I assume probably has a chimney and one of those cool little chauldron things always boiling with a delicious meal? Kobolds are so cool! I wish I was a kobold. Or had food. Senshuken meanwhile has caught on with his opponent which turns out is actually some part of the wall. (<https://s-media-cache-ak0.pinimg.com/originals/a0/c6/50/a0c650eab87566aaaffe3e7246bb978e.jpg>)

I wish i wasn't in this fortress with no cool things and no eyes and mean people. I wish I was Tikijrulus the kobold, because I could be stealing from people and I'd be rich and I'd run around freely with my new crossbow and wait what's that? (<http://i.imgur.com/Dzms2W2.jpg>)

Oh.

Well. Hum. That doesn't sound very fun. Suddenly I don't feel like being Tikijrulus anymore. (<http://i.imgur.com/DSO0WY7.jpg>) Wow, ok, so that's what the dust does. that hum, let's not go north at all people.

Within seconds of agonizing, bone-shattering and nerve-wrecking pain beyond any imaginable scale, it is over. I forbid the kobold. (<http://i.imgur.com/MLZLdwB.jpg>)

Well, this was an eventful day! I can't wait to see what happens on the *second* of granite!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 19, 2015, 08:40:11 pm**

Asmoth's Journal
I'm making crossbows now. Apparently, that's something I should be doing as the fortress' blind bookkeeper. Though, thinking about it more it's probably a lot safer that I make weapons blind than treating our sick and wounded when I can't actually see them. In other news, I think Taupe has gone mad in his state of blindness. I'd do something about it, but interfering with the Overseer has never worked out well for me in the past. Plus I can't actually hit him with anything if I can't see him. Maybe I'll get lucky and he'll come to me with an open wound, and then I can accidentally spill some more of that purple goop on the wound and see if it does anything. Or just stick a knife in him somewhere. That seems simpler.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 19, 2015, 10:17:18 pm**

[Quote from: Deus Asmoth on August 19, 2015, 08:40:11 pm](#)

Asmoth's Journal
I'm making crossbows now. Apparently, that's something I should be doing as the fortress' blind bookkeeper. Though, thinking about it more it's probably a lot safer that I make weapons blind than treating our sick and wounded when I can't actually see them. In other news, I think Taupe has gone mad in his state of blindness. I'd do something about it, but interfering with the Overseer has never worked out well for me in the past. Plus I can't actually hit him with anything if I can't see him. Maybe I'll get lucky and he'll come to me with an open wound, and then I can accidentally spill some more of that purple goop on the wound and see if it does anything. Or just stick a knife in him somewhere. That seems simpler.

Well, when you give the reigns of the fort to basically blind Hodor, you shouldn't expect stellar results. Also I am glad to announce that the first day of my Over'ing is done, and everything is running super duper smoothly. I'm sure we'll have a wonderful year and make lots of friends.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 20, 2015, 12:59:07 pm**

Spring update 2 -- Infernal dust, meet horrid goo!

[Spoiler](#) (click to show/hide)

It is raining horrid goo!
You have struck green tourmaline!
Likot Rigòthcudist, Farmer cancels Gather Plants: Forbidden area.
'Xan' Kivishsazir, Miner cancels Dig: Forbidden area.
'Flame' Avuzudist, Miner cancels Dig: Forbidden area.
'Amperсанд' Solozlikot, Miner cancels Dig: Forbidden area.
→ 'Salmeuk' Melbilikal, Woodworker cancels Make wooden Barrel: Forbidden area.

[Spoiler](#) (click to show/hide)



I was so excited about my second day as overseer. Sadly when I woke up people told me we shouldn't go outside because of the super evil purple rain coming back. This is sad. Thankfully all I have to do is tell people to obey the...

What the fuck, we don't have a burrow?

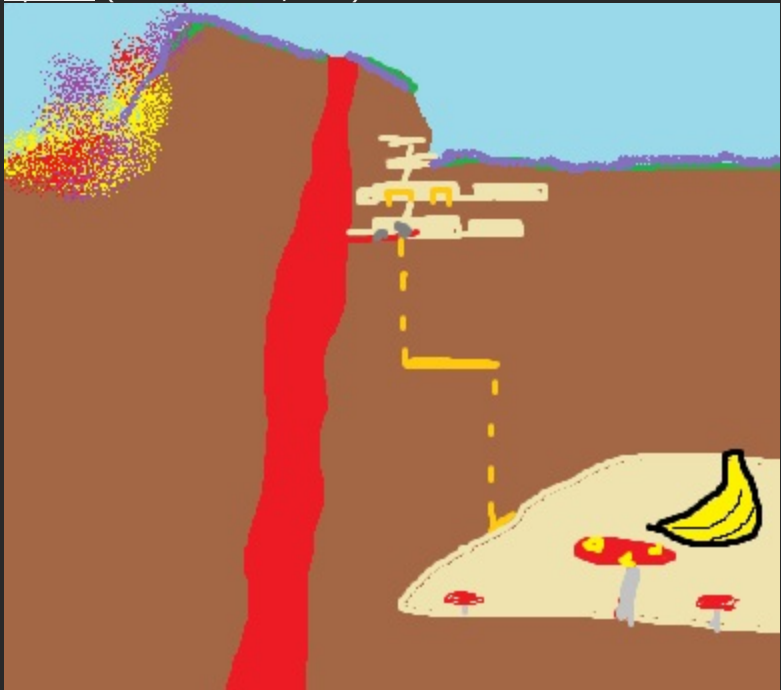
Well that explains a *lot*. I make a burrow. I tell people "If it has horrible, horrible goo coming from the sky don't go. If it doesn't it's k." I ask Asmoth if the crossbows are ready. I don't find him. Cause im blind. When I find him, tho, he says he didnt make the crossbows because he can't read plans and can't find the tools or the forges or the metal. Also he's technically just a clerk.

Well, that's not very cool. You know who was cool? Senshuken, The Military. Sadly, it seems that, well, nobody has seen him in a week. (<http://i.imgur.com/IusttY3.jpg>) Which, I guess, makes sence because everyone is blind. But then they tell me it is probably serious.

But Senshuken was super smart, and wise, and witty, so when I gave the order to not chase Tikijrulus anymore, he probably listened and headed straight back to the base. He must have used echolocation to retrieve the fortress, so he most likely didnt chase after the kobold anyway and stumble upon the dust cause he's blind. I tell people, Senshuken is safe, he will return. (<http://i.imgur.com/cscdnqx.jpg>)

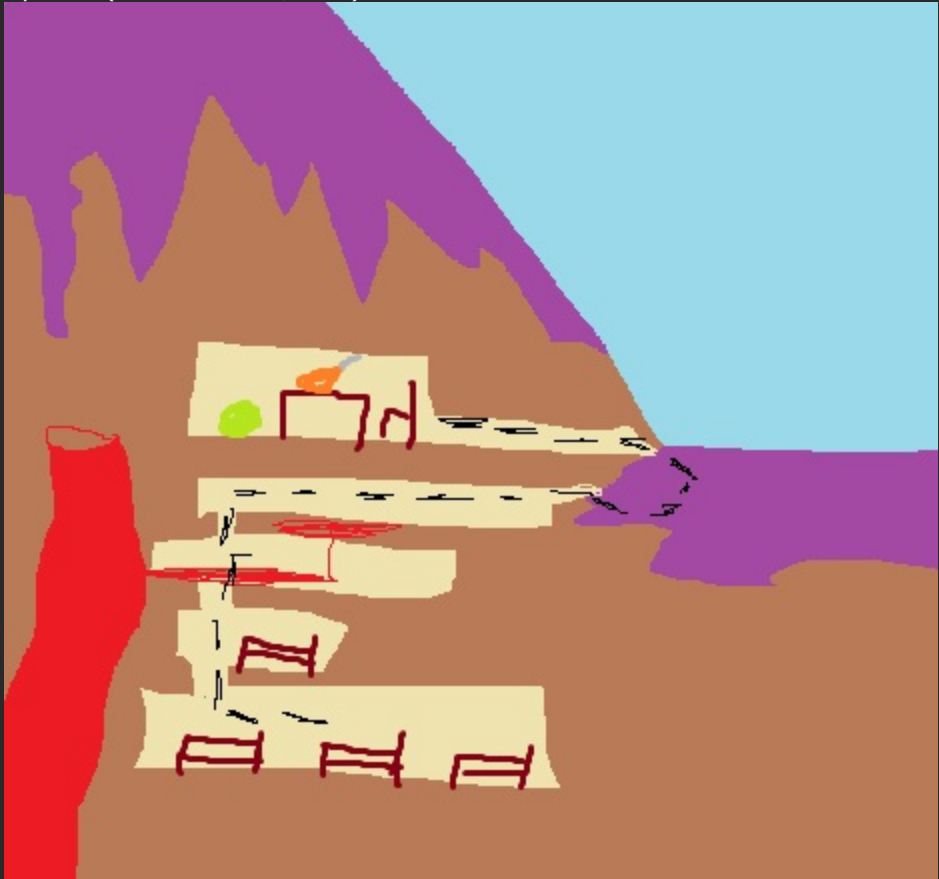
Just because we can't go outside and senshuken hasnt reported yet doesn't mean we should be sad. I tell people to dig a gem stockpile near the workshops because everyone is blind and gems are sharp and it sucks to step on them. that'll keep us occupied. Everyone, go haul big rocks and gems while the weather clear. Cherry-Hearts is a smart mason, and she says: "You know what would be even more fun than hauling giant rocks while blind? *Throwing a party for this bird all week long!*" (<http://i.imgur.com/RE0nJVW.jpg>)". So we do that instead.

Spoiler (click to show/hide)



Still, throwing parties and not hauling rocks is fun, but our food and booze stockpile is kind of dwindling with each passing day. thankfully, I have a plan! My mom always told me of scary monsters and spores and trees and super scary lakes and food and plants growing in mysterious caverns. So clearly all we have to do to solve the problem is dig down and find caverns. Senshuken is probably down there already fighting monsters, but just in case he doesn't report, I'll designate a temporary spare Senshuken (<http://i.imgur.com/koT1vUR.jpg>) if we need to fight.

Spoiler (click to show/hide)



It seems in addition to not having burrows, the fort has a big fucking flaw. Let's see if you can find it. The upper section contains the food and drinks and tables. The bottom section contains the workshops and bedrooms. both of these sections connect outside, and don't link to each other. apparently everyone is going through the inner courtyard and into the rain twice a day. I've told the minders to solve the problem using digging. digging is fun. Bye, problems! Also eyes.

Spoiler (click to show/hide)



Senshuken isnt back, even after the weather has cleared. Thankfully, the happy smiling sun is back just in time for more migrants! Hello, welcome, I am the Over' (it'll stick just wait). One of them is a blacksmith and calls himself Fperson1. Hi dude, please make the crossbows. Speaking of crossbows, someone found one of them lying to the north next to... Senshuken's corpse. People drag him inside, where he will receive a proper burial but then I forget about it and a month later as I narrate this his body still rots in the main stockpile.

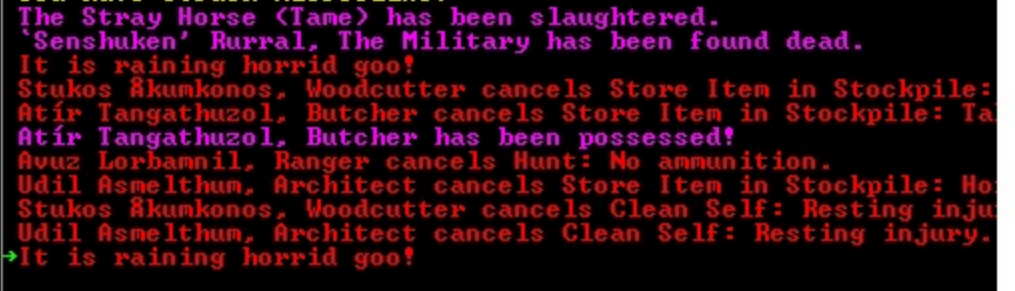
So there are like, 30 new migrants. which is double what we already have. We have, right now, half as many food units as we have dudes. We gonna dig through those rock layers and find the mythical cave of food and booze and coolness and we gotta do it now. I tell everyone to get inside and dig. Anyone who isnt digging should move wood inside, because outside carpenters workshops and wood piles are not fun when evil goo fall from the sky.

Spoiler (click to show/hide)



i notice that two of our migrants brought a horse with them. Dude horses, not lady horses, and I'm pretty sure two dude horses can't make babies. I've told people to chop them into bits so we can eat em.

Spoiler (click to show/hide)



Then it starts raining again. People carrying Senshuken's corpse are caught outside. the butcher chops down a horse, and immediately becomes possessed by a fucking ghost. Man, at first i was scared? but the ghost of the horse just wants to build something. So I tell people to build a craftdwarf workshop cause we had none. the horse ghost says "This is mine get out!", but he does so in horse-tongue. I think that's what he meant tho because he won't let us get close enough to craft bolts and a slab for Senshuken.

Spoiler (click to show/hide)



With the ghost busy with some stuff and the ghost's corpse in our stockpile, we not have food for a little bit. We do run out of booze tho. that's bad. not only because i like booze cause I'm a dwarf and shit, but also... we don't have water. Many dwarves have been injured by going outside repeatedly because of the bad design, or by carrying shit from Senshuken back to the fort. now they rest in bed with no water to give them. they will die of thirst. also, so will all of us. cause we got no booze or water.

I tell people to hum, make a hospital thing somewhere, while everyone else go dig more caverns. We need water, and we need it *now*. Actually we needed it even before I became Over' but that's beside the point.

Spoiler (click to show/hide)



Success! A cavern is found. Sadly, from what the non-blind miner can see, the ground is barren, made of gabbro, and bears no food or water. I've told Other Senshuken to grab 3 useless dudes and go explore those caverns, to find water maybe. A new shaft is dug to locate more caverns...

Spoiler (click to show/hide)



Again success! But not really. This new cavern contains mushroom and dense moss, and maybe we'll be able to find a few seeds or two, but it is also littered with spider webs, which sounds dangerous. When senshuken is done exploring the first cavern he'll go here, but for now, we'll start work on a new new mine shaft. If we don't find a new cavern here with water, we'll all be dead before the dwarven caravan arrives in autumn. Even if it does, the purple goo or infernal dust could just shatter it and make booze impossible to get.

Spring is now over. There are 45 of us, but not for long...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 20, 2015, 02:15:00 pm**

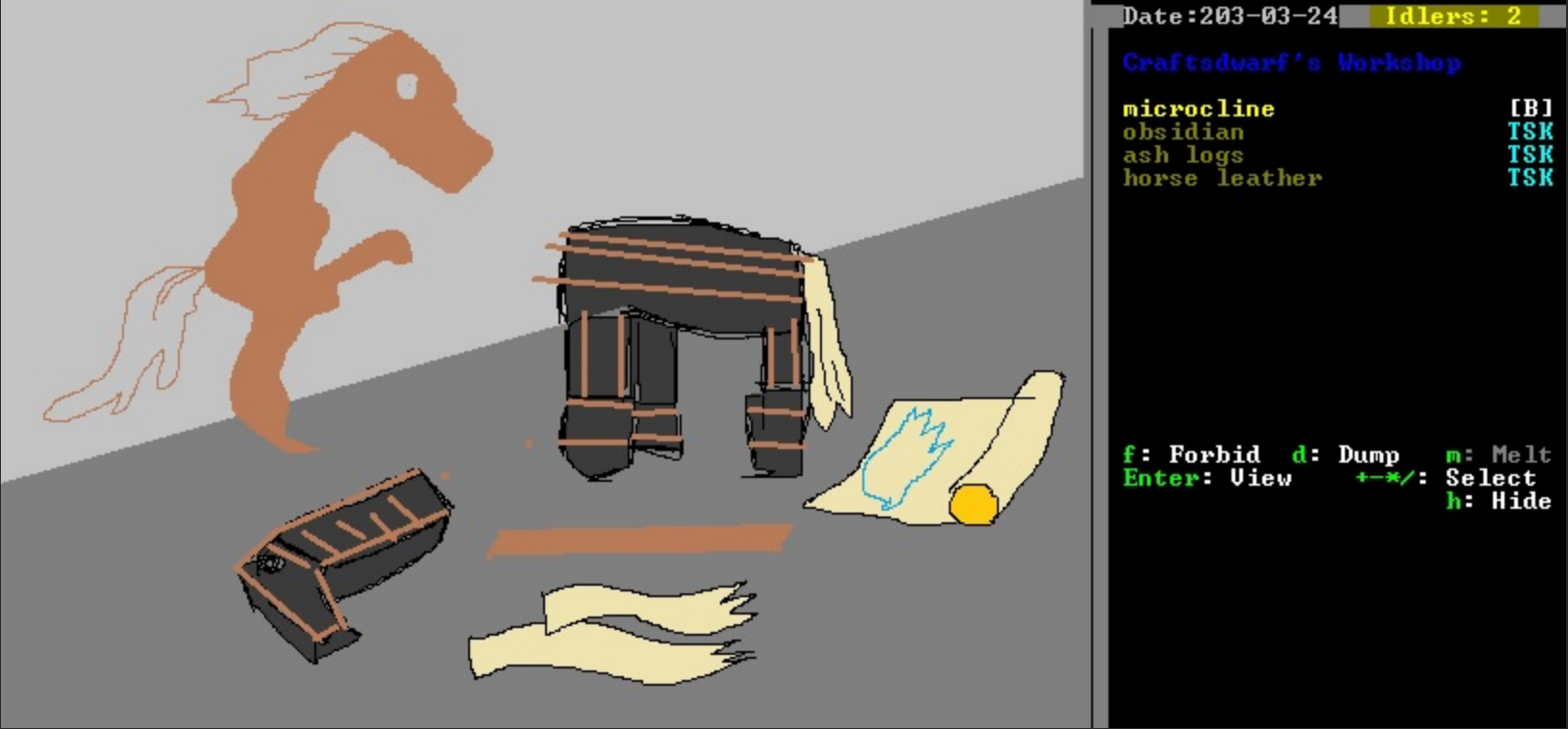
That doesn't seem right. There should be stairs just south east of the dining hall. And the dining hall really shouldn't be open to the air...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 20, 2015, 02:32:07 pm**

Quote from: Deus Asmoth on August 20, 2015, 02:15:00 pm
That doesn't seem right. There should be stairs just south east of the dining hall. And the dining hall really shouldn't be open to the air...

There are two entrances to the fort, side by side. One going upstairs, the other leading to the rest of the fort. I just connected the stockpile in the main floor to the staircase, avoiding dwarves the hussle of wandering outside for a moment just to get food.

[Spoiler](#) (click to show/hide)



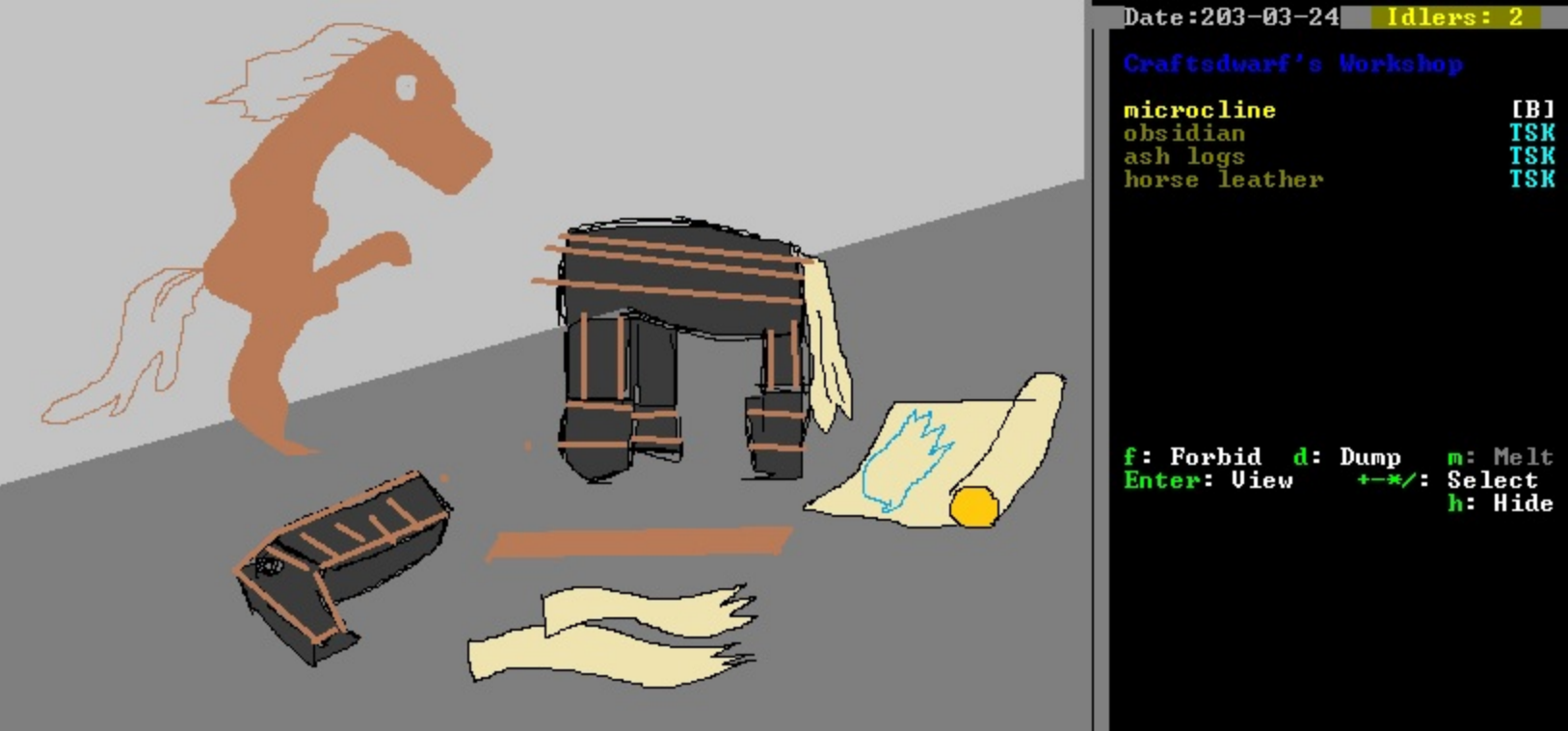
Also, it seems that the horse ghost is using his murderer's body to construct himself a new horse body, made of lava-safe stone, wooden support beams, and his own horse carcass as ornaments for the hair. He seeks to return to the physical plane as Mecha-horse.

This fort is terrifying.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 20, 2015, 06:09:22 pm**

Summer update 1 -- Other Senshuken

[Spoiler](#) (click to show/hide)



It seems that the horse ghost is using his murderer's body to construct himself a new horse body, made of lava-safe stone, wooden support beams, and his own horse carcass as ornaments for the hair. He seeks to return to the physical plane as Mecha-horse.

This fort is terrifying. I've decided to put an end to this project, and went to the craftdwarf workshop to tell that horse ghost what I think of his secret project.

I got lost for two days.

[Spoiler](#) (click to show/hide)



When I finally found where I was (an empty bedroom) people told me that the butcher was back to his senses. He made a mug, a *mug*. Well, that's what people say anyway. When a deadly horse robot attacks the fortress, don't blame it on me, i tried to save us. This mug is made of spikes and leather and ash, which is cool i guess. Approximative worth, 9600 ... whatever it is we call our money.

Nice way to taunt us, tho, fucking horse ghost. He sure knows how to piss us off. A mug, in a fortress without water or drinks. I'm told a few plump helmets should be ready soon, so I had new carpenter workshops installed inside for barrels, and we'll turn the few logs we got inside into booze containers. Hopefully we make a few batches of wine or beer before everyone dies of thirst. I'm afraid this won't be enough, tho. There are 45 of us, last time somebody told me they counted. That's a lot of dwarves to keep unthirsty (new word btw).

Down in the caverns, Other Senshuken and his three goons are mapping the caverns. they report that the upper layer contains no valuable item of any kind. The ground is pure gabbro, the walls as well, and the place is as dry as an ... something dry. Ugh. I need BOOZE FUCK! Then suddenly, they find something weird.

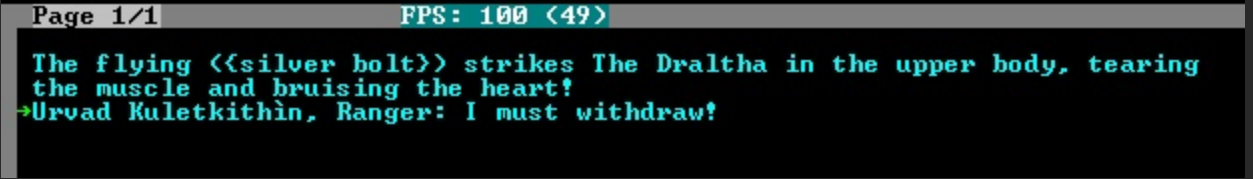
[Spoiler](#) (click to show/hide)



Dead crundles, and a trube of dead antmen, including their queen, lie at the south of the cavern, wrapped into a strange and gorey portrait. Since most of the explorers are blind, it,s hard to tell what happened, but Other Senshuken thinks that they definitely killed each other in a turf war. Whatever, it means our recruits get to have some sucky shields and spears. Kaching.

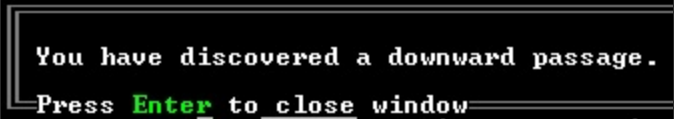
I wish you could drink spears... :(

[Spoiler](#) (click to show/hide)



The hunters venture into the caverns to get some meat. Our best ranger shoots a Draltha once, gets scared, and withdraw to the surface, crying. No draltha on the menu for now.

Spoiler (click to show/hide)

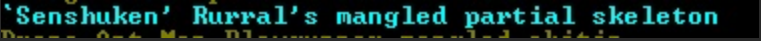


Other Senshuken are mostly done mapping the upper caverns when they discover a secret path leading downstairs, meaning the two caverns we found are connected. I tell them to go check it out. Meanwhile, the miners haven't found any other network of tunnels, so I tell them to dig some shafts, to see if we missed the third layer. This isnt good. I need booze. Or water. I need to *drink* fuck fuck fuck.

Where is the booze? Why are those plump helmets not being brewed? We need booze. Bring me the brewer!

The brewer has been missing for a week. Where. The fuck. Is he. He's probably hidding, because he's lazy. Or hoarding all the booze he made for himself. Yup, there's no way he'd ignore the burrows to run outside and grab something. Not while dust and horrid goo are filling up the mountain. I'm sure we'll find him sooner or later. (<http://i.imgur.com/lKbz5jt.jpg>)

Spoiler (click to show/hide)



Senshuken's body is ready to be placed in a coffin. People gather around what's left of his corpse. They stare at what they think must be the coffin, as people ceremoniously put the various body parts inside and seal the lid shut. Apparently the rain and dust ate away at his body, leaving a strange and broken carcass, most of it mangled beyond recognition. That doesn't sounds *fun*. One of the gem cutters is skipping the ceremony. Why? This is important, we are burrying The Military. His friend says he went to look for his pet duck Metthos, that went missing recently. So he's probably Somewhere in the dorms looking for his pet. (<http://i.imgur.com/m346hfR.jpg>) No worries.

Spoiler (click to show/hide)



Uh-oh, it seems that while exploring the second caverns, our military came upon a group of blind cave ogres. Which honestly has to make for some very interesting fight. I'm glad I'm not there to not be able to see it tho, because one of the recruits gets his head smashed in with a powerful punch. Ouch.

Spoiler (click to show/hide)



...Make that two. Two recruits dead, leaving Other Senshuken alone against three powerful foes. He's been in the military for like, two months now, and never had a real fight in his life, so I'm not sure he'll last more than a second.

And yet...

Spoiler (click to show/hide)

The Blind Cave Ogre misses The Military Dude!
The Military Dude stabs The Blind Cave Ogre in the right foot with his (copper short sword), tearing the muscle!
The Blind Cave Ogre misses The Military Dude!
The Military Dude bashes The Blind Cave Ogre in the head with his (bismuth bronze crossbow), bruising the skin!
The Blind Cave Ogre misses The Military Dude!
The Military Dude slashes The Blind Cave Ogre in the left hand with his (copper short sword), tearing the fat!
The Blind Cave Ogre misses The Military Dude!
The Military Dude attacks The Blind Cave Ogre but He scrambles away!
The Blind Cave Ogre misses The Military Dude!
The Military Dude stabs The Blind Cave Ogre in the lower body with his (copper short sword), tearing the muscle!
The Military Dude bashes The Blind Cave Ogre in the head with his (bismuth bronze crossbow), bruising the skin!
The Military Dude bashes The Blind Cave Ogre in the head with his (bismuth bronze crossbow), but the attack glances away!
The Military Dude bashes The Blind Cave Ogre in the head with his (bismuth bronze crossbow), bruising the skin!
The Military Dude stabs The Blind Cave Ogre in the head with his (copper short sword), tearing the muscle!
The Military Dude slashes The Blind Cave Ogre in the head with his (copper short sword), tearing the skin!
The Military Dude bashes The Blind Cave Ogre in the head with his (bismuth bronze crossbow), bruising the skin!
'Other Senshuken' ádollorbam, Military Dude: Death... This is truly horrifying.
The Military Dude bashes The Blind Cave Ogre in the head with his (bismuth bronze crossbow), bruising the skin!
The Military Dude bashes The Blind Cave Ogre in the head with his (bismuth bronze crossbow), bruising the skin!
The Military Dude stabs The Blind Cave Ogre in the head with his (copper short sword), tearing the muscle!
The Military Dude stabs The Blind Cave Ogre in the head with his (copper short sword), tearing the fat!

It seems Other Senshuken is actually a badass. He may be frail and weak and inexperienced, but he's actually handling himself quite well, dodging blows while using his copper short sword to bash and stab at his opponent, inflicting mostly flesh wounds.

Spoiler (click to show/hide)



the two underling ogres stay behind to deal with Other Senshuken, while their boss, Bankghost, heads upstairs to kill more dwarves. With such a name, it's obvious that he is lead by the spirit of the second butchered horse. Oh no! His hands are bloody, dripping with pulp and red liquid, from smashing in the heads of our two recruits. the beast is slow, but he doesn,t care. nothing can stop him from venturing upstairs.

Unless...

Picture this. Other Senshuken is in his first fight. He's skinny, lack any form of muscles, never had a fight in his life, and his two friends just sort of exploded next to him, at the hands of a gigantic, muscular beast. now he's facing two of them, and he's alone. For the record, he is absolutely naked as a worm, wields a copper short sword, a copper shield, and a quiver. He also got his hands on the bismuth bronze crossbow stolen by Tikijrulus the kobold, but he doesn't have bolts so he throw it away. Using nothing but sheer motivation and his nakedhood, he spends 9 pages of combat logs bruising the cave ogres, until finally the first one dies. Then he jumps on the back of the second, and stab him a hundred times until the beast bleeds out.

Spoiler (click to show/hide)



Wow.

Bankghost is still climbing the staircase leading to immortality tower. He doesn't know that a new hero has risen, champion of the dwarves and definitely not PG13.

Spoiler (click to show/hide)



Other Senshuken, official Military Dude, rushes upstairs, with his copper sword and his trusty shield. His usually combed beard, his finely arranged auburn hairs, are now wrecked, dripping with green blood. his entire body leaks ogre fluids as he climbs up the long staircase with the fury of a thousand suns, his dwarven penis swinging between his naked legs. He is our hero, our champion. He is the military dude.

Other Senshuken runs as fast as he can. He catches up to Bankghost, and charges!

[Spoiler](#) (click to show/hide)



Shit.

* * * * *

[Spoiler: OOC notes](#) (click to show/hide)

It's not a real succession fort unless I've killed a bunch of Senshukens. Don't worry, I have great plans to deal with the problems at hand.

Also, I'm getting slowly better at picturing dead, vomit-covered dwarves. Yay!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 20, 2015, 06:32:32 pm**

I think the Paint parts of the updates are the best parts.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Fperson1** on **August 20, 2015, 11:49:18 pm**

*From the journal of "Fperson1"... uh... bollocks, what's my last name again
Sometime in Summer, can't be arsed to remember dates*
[Spoiler](#) (click to show/hide)
I hate literally everything.

First, the bloody world collapses in on itself, and I find myself in a random forest somewhere. Then I run into a contingent of elves that decide they want to eat my bones. Then, after I manage to escape the suddenly-not-wooden arrows of doom, I get press-ganged into carrying plural horses by some passing ambulatory phalluses. Then the air turns into some kind of horrid purple goo. **Then I lose my fucking eyes.** Then I get lucky, and wind up in a fort that has a pressing need for a weaponsmith.

But then they tell me to make crossbows.

Do I ~~look~~ sound like a bloody bowyer? I make axes, hammers, swords, things that bring joy to those poor depressed maniacs that join the military, that carve the flesh from the bones of the foes of the dwarves, or else smash them into unrecognizable paste. I do *not* make little needle-throwers, worthless weapons powered by a bit of sinew instead of old-fashioned dwarven muscle, things that turn enemies into nothing more than pincushions. Where's the glory in giving the enemy superfluous orifices from behind a fortification?

More importantly, when someone ~~sees~~ notices a masterful axe, they admire it, they praise the craftsdwarf that slaved over the forges for days to make it. Nobody ~~looks~~ thinks twice about any crossbow, good or bad.

Of course the overseer's not quite right in the head either. I tried to tell the lad why crossbows were worthless, why we should be making glorious dwarven axes and hammers, and he just smiles, claps me on the shoulder, and says "but we need crossbows." Meanwhile, a hapless recruit toddles past, shite ant-man spear strapped to his back. Trying to tell me we what dwarves need when we don't even have booze.

Oh yeah, we're out of booze. And water. And apparently some arsehole ogre has murdered half our military, which wouldn't have happened if they'd had my spears instead of all those bloody crossbows. If this is my final entry, let Armok and the world know that *I hate*

literally everything.

(I'm quite enjoying these updates, kinda sad I didn't notice them until just now. Is there any chance I could get a look at our dorfs' status screens?)

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 21, 2015, 12:30:57 am**

Summer Interlude -- Some dwarven profiles

Ask and you will receive (Mainly 'cause I cannot sleep right now)

Spoiler (click to show/hide)

FPS: 100 <49>Fperson1' Kuletonomuz, "Fperson1' Abbecrypts", Blacksmith

"I was near to a Table. I'm very pleased."

She feels pleasure near a fine Table. She feels pleasure near a fine Seat. Within the last season, she felt pleasure near a fine Door. She felt pleasure near a fine Table. She felt pleasure near her own fine Door. She felt satisfied after receiving water. She was irritated when thirsty. She was blissful after sleeping in a good bedroom. She was blissful dining in a legendary dining room. She felt pleasure near a fine Seat. She felt pleasure near a fine Door. She felt pleasure near a fine Table. She is married to Likot Matchedbolt. She is the daughter of Mestthos Sellbook and Ber Slyarches. She is a worshipper of Meshan Diamondochre the Oil of Aquanarine.

She is twenty-one years old, born on the 2nd of Obsidian in the year 182. Her straight hair is extremely long. She is very skinny. She has a recessed chin. Her slightly wide-set ochre eyes are sunken. Her lips are thick. Her nose is somewhat long. Her short eyebrows are extremely sparse. Her nose bridge is somewhat concave. Her head is somewhat short. Her hair is black. Her skin is raw umber.

She wants quick to seal and agitate.

Fperson1' Kuletonomuz likes earthenware, nickel, aquamarine, beak dog leather, coral, pig tail fiber fabric, gems, statues and catapult parts. When possible, she prefers to consume giant echidna, anchovy, mango wine and maize flour. She absolutely detests snails.

She has a great memory and the ability to focus, but she has a poor memory.

Like others in her culture, she holds crafts-dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks. She has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She dreams of raising a family.

She has strong urges and seeks short-term rewards. She has a sense of duty. She tries to keep her things orderly. She isn't particularly curious about the world. She tends to be a little tight with resources when working on projects. She is stubborn. She tends to avoid any physical confrontations, and she works to square this natural tendency with her respect of martial prowess. She is quite comfortable with others that have a different appearance or culture. She tends to be a bit stubborn in changing her mind about things. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Here's Fperson1, who's power is to not be actually blind. If you don't want to touch the diaries, which I enjoyed, feel free to write down that you recovered in the new hospital because you were smart enough to run inside quickly. actually few of the new migrants got blinded. Those who did also ran into infernal dust and hum, went on vacation.

With 100% of our civilian dwarven profiles done, let me introduce my newest creation, the new militia of Immortalitytower! Bonus point to the one who reaches a weapon first, or the ogre last. did you know you cannot wall off the caverns the way I currently designed them? The more you know!

Spoiler (click to show/hide)

FPS: 100 <49>Iamblichos' Lophannil, "Iamblichos' Standardhammers", Traumatized

"Death is all around us. This is truly horrifying."

She is horrified after seeing Cog Icelash die. She is horrified after seeing a blind cave ogre die. Within the last season, she didn't feel anything while in conflict. She was horrified after seeing a queen ant woman die. She didn't feel anything after seeing a crumdie die. She didn't feel anything after seeing a magma crab die. She was blissful after sleeping in a good bedroom. She was disgusted drinking nasty water. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt fondness talking with a sibling. She felt pleasure near a fine Table. She felt pleasure near a fine Seat. She didn't feel anything after seeing a wild bear sow die.

She is married to TheCheeseMaker' Ropparches and has three children: Zulban Paintedfield, Athel Winddented and Catten Leafclasp. She is the daughter of Doren Tourfates and Bin Merchantwheeled.

She is forty-nine years old, born on the 7th of Opal in the year 154. She is fat. Her ochre eyes have very large irises. She has very high cheekbones. Her short hair is neatly combed. Her ears have small lobes. Her nose bridge is slightly convex. Her hair is copper. Her skin is raw umber.

Iamblichos' Lophannil likes gabbro, mithril, red flash opal, giant opussum leather, short swords and dogs for their loyalty. When possible, she prefers to consume maghopper and cranberry wine. She absolutely detests blood gnats.

Like others in her culture, she holds crafts-dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks. She has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally sees no value in holding back complaints and concealing emotions and sees competition as wasteful and silly. She dreams of mastering a skill.

She is very trusting. She is an optimist. She often feels lustful. She rarely feels discouraged. She tends to be passive in discussions. She isn't particularly curious about the world. She is a friendly individual. She tends to be a bit stubborn in changing her mind about things. She tends to avoid crowds. She is not particularly interested in what others think of her. She is pleased by her own appearance and talents. She does not go out of her way to help others. She often acts with compassion. She lowers her eyes when she's annoyed. When she's surprised, she has a very unique laugh. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Iamblichos, you are 100% of the surviving members of your squad, and thus the old military. Your special dwarven ability is to not have reached the fight in time, and also to be deeply traumatised by the horrible deaths of basically everything around you. You are currently in the caverns, trying to find your way up, in order to catch up with the ogre. I have great hopes for you.

Spoiler (click to show/hide)

FPS: 100 <49>New Senshukun' Zonnakas, "New Senshukun' Helmsenjoy", Third in a row

"I was near to my own Bed. I'm very pleased."

She feels pleasure near her own fine Bed. Within the last season, she felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt tenderness talking with the spouse. She was blissful after sleeping in a good bedroom. She was disgusted drinking nasty water. She felt pleasure near a fine Seat. She felt tenderness talking with a child. She felt love talking with mother. She was blissful dining in a legendary dining room. She was happy after seeing a fine Table. She is married to Urvad Abbecyacti and has 12 children: Ingiz Steeltube, Mosus Youthshield, Ducin Tonegranite, Reg Craftsdrank, Goden Eyelance, Erush Paintedtooth, Kibuk Boatssoaks, Abiel Diamondallies, Edén Lancedjoins, Reg Workphantoms, Fikod Soundgavel and Udil Floorghosts. She is the daughter of Onol Bronzestrikes and Zaneg Metaltwine.

She is fifty-four years old, born on the 12th of Moonstone in the year 149. She is tall and muscular. Her hair is clean-shaven. Her eyelashes are extremely long. Her nose is slightly upturned. Her hair is black. Her skin is raw umber. Her eyes are ochre.

She is agile, tough and strong.

New Senshukun' Zonnakas likes kamberlite, bismuth bronze, moonstone, the color raw umber, alpacas for their long necks and sparrow men for their lovely songs. When possible, she prefers to consume black bullhead, sunshine and warmed molasses meagots.

She has a great affinity for languages and a good memory, but she has poor analytical abilities and questionable spatial sense and quite poor focus.

Like others in her culture, she holds crafts-dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks. She has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally is a firm believer in the value of tradition, holds shrewd and crafty individuals in the lowest esteem, values artwork and respects the development of skill. She dreams of crafting a masterwork someday.

She often isn't interested in material things and is happy with her living space. She is intellectually stubborn, rarely changing her mind during a debate regardless of the merits. She is rarely jealous. She tends to be a little tight with resources when working on projects. She is a friendly individual. She is assertive. She does not go out of her way to help others. She often feels discouraged. She is generally quite confident of her abilities when undertaking specific ventures. She does not often feel lustful. She occasionally indulges. She is quite ambitious. She tends to hang on to grievances. She can sometimes act without deliberation. She takes offered help and gifts without feeling particularly grateful. She isn't given to flights of fancy. She has a tendency to consider ideas and abstractions over practical applications. She laughs very loudly whenever she's surprised. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Senshukun is back into action as New Senshukun, Third in a row. her special powers are high physical stats, and hyperactive gonads, with 12 fucking children. I'm sure she will be missed if she reaches the fight first. Hopefully those kids will give her a reason to hold on to dear life. and if she dies, well, we won't be running out of new Senshukens for a while, ah! Previously a peasant, altho she insists "Mom" is her highest skill.

Spoiler (click to show/hide)

FPS: 100 <49>TheCheeseMaker' Godenfash, "TheCheeseMaker' Ropparches", Obus Drift Ingt

"Huh? What was that?"

Within the last season, he was interested near his own fine Bed. He was interested near his own fine Door. He was interested near a fine Table. He was interested near a fine Seat. He was interested near a fine Table. He was interested near a fine Seat. He was interested near a fine Door. He was blissful after sleeping in a good bedroom. He felt satisfied at work. He was disgusted drinking nasty water. He was irritated after seeing Senshukun' Ransilvers die. He didn't feel anything after seeing a wild bear sow die. He is married to Awuz Abbecyacti and has three children: Zulban Paintedfield, Athel Winddented and Catten Leafclasp. He is the son of Udil Orshelabors and Etur Lizardknife.

He is forty-eight years old, born on the 12th of Obsidian in the year 155. He is short and just incredibly fat. His very long sideburns are braided. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. He has a round chin. His nose is quite long. His free-lobed broad ears are short. His ochre eyes are slightly protruding. His hair is burnt sienna. His skin is raw umber.

He is agile, tough and strong.

TheCheeseMaker' Godenfash likes stoneware, pig iron, wood opal, rope reed fiber fabric, bolts, quivers, crowns, large, serrated discs and reindeer for their large herds. When possible, he prefers to consume giant moon snail and dwarven beer. He absolutely detests moon snails.

Like others in his culture, he holds crafts-dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks. He has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally values self-control, values honesty and sees no value in holding back complaints and concealing emotions. He dreams of mastering a skill.

He is not readily moved by art or natural beauty, and he is conflicted by this as he values artwork and its creation. He has little time for forgiveness and will generally seek retribution. He is very comfortable around others that are different from himself. He takes offered help and gifts without feeling particularly grateful. He has a noticeable lack of perseverance. He can occasionally lose focus on the matter at hand. He is curious and eager to learn. He doesn't often experience strong cravings or urges. He tends to be a bit stubborn in changing his mind about things. He is rarely happy or enthusiastic, and he is conflicted by this as he values parties and merrymaking in the abstract. He likes to brawl. He has a greedy streak. He talks very quietly when he is angry. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

TheCheeseMaker, you are Iamblichos' husband, and your custom title is "Obvious draft target". Despite being a farmer (and honestly I randomed one for none registered as a cheese maker, then realised it was one of his skills lol) your dwarf has a high skill in swordfighting. Thanks to a combination of marital devotion, useless vocation and previous training with a weapon, you are now part of the fighting team. You have exactly 18 seconds to prepare and engage the enemy starting now.

Spoiler (click to show/hide)

FPS: 100 <49>Arkarn' Kuletkithin, "Arkarn' Abbecyacti", Ranger

"I could do without all of those creatures and tangled greenery."

Within the last season, he was interested near his own fine Bed. He was shocked at the unexpected death of somebody. He grieved at somebody's death. He was interested near a fine Table. He felt love talking with father. He felt tenderness talking with the spouse. He was interested near a fine Table. He was annoyed after sleeping in the mud. He didn't feel anything while in conflict. He was disgusted drinking nasty water. He felt tenderness talking with a child. He was interested near a fine Seat. He was blissful dining in a legendary dining room. He was interested near a fine Seat. He was irritated when thirsty. He was interested near a fine Door. He was interested near a fine Table. He was horrified after seeing Senshukun' Ransilvers die. He didn't feel anything after seeing a wild bear sow die. He is married to New Senshukun' Helmsenjoy and has 12 children: Ingiz Steeltube, Mosus Youthshield, Ducin Tonegranite, Reg Craftsdrank, Goden Eyelance, Erush Paintedtooth, Kibuk Boatssoaks, Abiel Diamondallies, Edén Lancedjoins, Reg Workphantoms, Fikod Soundgavel and Udil Floorghosts. He is the son of Dutok Decentringed and Kivish Cactuspage.

He is a knight of The Old Bed. He is a member of The Helmed Arena. He is a former member of The Decisive Backs. He is a former member of The Famous Citadel. He arrived at Azothardin on the 13th of Slate in the year 203.

He is sixty years old, born on the 16th of Opal in the year 143. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. He is average in size. He has a clear voice. His teeth are gapped. His ears are narrow. His nose bridge is somewhat concave. His lips are slightly thick. His raw umber skin is wrinkled. His nose is slightly hooked. His hair is raw umber. His eyes are ochre.

He is agile, tough and strong.

Arkarn' Kuletkithin likes alabaster, fine pewter, clear diamond, clear glass, copperhead snake bone and shields. When possible, he prefers to consume black bullhead, dwarven cheese and river spirits. He absolutely detests rats.

He has a great memory and the ability to focus, but he has little patience.

Like others in his culture, he holds crafts-dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally doesn't feel strongly about the law, doesn't care if others take the time to master skills and doesn't see cooperation as valuable. He dreams of creating a great work of art.

He likes to present himself boldly, even if it would offend an average sense of modesty. He has a noticeable lack of perseverance. He is rarely happy or enthusiastic, and he is conflicted by this as he values parties and merrymaking in the abstract. He doesn't seek out excitement. He is quite ambitious. He tends to be a bit stubborn in changing his mind about things. He doesn't mind a little tumult and discord in day-to-day living. He is brave in the face of imminent danger. He often feels discouraged. He generally acts with a narrow focus on the current activity. He does not go out of his way to help others. He is not particularly interested in what others think of him. He mutters under his breath when he's trying to remember something. His hands jump all over the place when he's excited. He will often touch others when greeting them. He idly chews his lips when he's bored. When he's bored, he often scratches his nose. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Arkarn, you are New Senshukun's husband. Isn't the new squad fantastic. Go out there and make those 12 children of yours proud... or I'll draft all of them and send a giant ball of your progeny at the enemy if you die. Fun for the whole family!

So essentially, the new military is accidentally a double-date of death with a cave ogre. Bring your own wine.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Fperson1** on **August 21, 2015, 12:46:39 am**

Quote from: **Taupe** on **August 21, 2015, 12:30:57 am**

some extremely rapid awesomeness

Dude holy crap that was fast. I'm super happy abowait what do you mean 'her'

I do love how the quote is "I was near a table, I'm very pleased." Kinda ruins the erudite misanthrope character I was aiming for, but eh. I CAN WORK WITH THIS.

Also, hope you have better luck than me with that insomnia. Sucks, mang.

Quote from: Taupe on August 21, 2015, 12:30:57 am

Go out there and make those 12 children of yours proud... or I'll draft all of them and send a giant ball of your progeny at the enemy if you die. Fun for the whole family!

Also, sigged.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 21, 2015, 12:51:40 am**

Being near a table means you arent currently beeing thrown down the stairs to die. So theres "some" positive in that...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 21, 2015, 04:37:45 am**

I just figured out what the second fort entrance is. It should only be leading to a corpse stockpile and garbage dump. I guess I messed up the stairs or something. Or we just have a lot of corpses.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 21, 2015, 12:11:43 pm**

Quote from: Fperson1 on August 20, 2015, 11:49:18 pm

Do I ~~leek~~ sound like a bloody bowyer? I make axes, hammers, swords, things that bring joy to those poor depressed maniacs that join the military, that carve the flesh from the bones of the foes of the dwarves, or else smash them into unrecognizable paste. I do *not* make little needle-throwers, worthless weapons powered by a bit of sinew instead of old-fashioned dwarven muscle, things that turn enemies into nothing more than pincushions. Where's the glory in giving the enemy superfluous orifices from behind a fortification?

Joke's on you, I made you a bowyer, ah!

Quote from: Deus Asmoth on August 21, 2015, 04:37:45 am

I just figured out what the second fort entrance is. It should only be leading to a corpse stockpile and garbage dump. I guess I messed up the stairs or something. Or we just have a lot of corpses.

It's like a Ouroboros of fail. Stuff died, so people went outside to put them in the corpse pile, accompanied by their pets, which created more corpses, prompting people to repeat the cycle until I noticed that people were ignoring burrows to go from one part to another.

Quote from: Fperson1 on August 21, 2015, 12:46:39 am

Quote from: Taupe on August 21, 2015, 12:30:57 am

Go out there and make those 12 children of yours proud... or I'll draft all of them and send a giant ball of your progeny at the enemy if you die. Fun for the whole family!

Also, sigged.

Oh, thanks a lot, I'm honored!

I'm currently working on the next part of this adventure, so here's a song that seems fitting: <https://www.youtube.com/watch?v=jhUkGIsvn0> (<https://www.youtube.com/watch?v=jhUkGIsvn0>)

...you haven't seen shit until you've seen a fucking ogre do a barrel roll.

EDIT: Arkarn, in addition to having 12 children of his own, apparently has 15 siblings. Because this is incredible and funny, I've taken the liberty of adding "Cactuspage" to the name of every member of this family, based on the grand patriarch of this house. this include Arkarn himself, his dead brother he's currently avenging, as well as those of his children that came with him to the fortress. Long Live House Cactuspage!

EDIT le second: Well, I think I have enough to make a new update. Should be up by the end of the afternoon, or later in the evening, depending on how many shitty drawings I decide to make. This was, hum, an interesting turn of event?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 21, 2015, 04:16:58 pm**

Summer update 2 -- Cactuspage

Ok, so, seems like our soldiers have all but been killed by a very scary ogre. We named the Ogre Bankghost because *dwarven logic y'all!* Our greatest hero, the military dude Other Senshuken, has been sort of pulped by a kick to da face, which is very dangerous when it comes from a creature that's 12 feet tall. And you are wearing *no clothes*.

All is fine, tho, for one of the soldiers is still alive (altho lost). Iamblichos has seen some serious shit, and is now fucking traumatised. To save her from certain peril, her husband TheCheeseMaker has volunteered to join the army!

"Wait I *what?*
-Shuttup and go help your wife!"

So, to help Iamblichos and her husband, I've also enrolled our farmers into the military. Except me of course because I,m blind. So Arkarn of House Cactuspage will now be defending his twelve children from the ogre, and so will his beloved New Senshuken...

-But that's not even my...
-I DONT CARE YOU'RE A SOLDIER NOW.

Good luck to you all. I applaud your sacrifice!

Spoiler (click to show/hide)

The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf punches The Blind Cave Ogre in the left upper leg with his right hand, bruising the fat!
The Blind Cave Ogre misses The Marksdwarf!
→The Marksdwarf punches The Blind Cave Ogre in the left upper leg with his left hand, bruising the fat!
The Blind Cave Ogre misses The Marksdwarf!
The Marksdwarf punches The Blind Cave Ogre in the lower body with his left hand, bruising the fat!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf punches The Blind Cave Ogre in the right upper arm with his right hand, bruising the fat!

Arkarn is the first to meet the beast, who is still stumbling into the staircase, blind as it is. Behind it, a few levels below, lies the body of Other Senshuken, naked and splattered. Arkarn dodges marvelously every blow thrown at him by the ogre. He's a ranger, and he's done it before. He've already defeated a wild boar before, and this is... *sort of the same...?* Anyway he's doing a great job, and buys enough time

for his two friends to join the fray!

Spoiler (click to show/hide)

The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Blind Cave Ogre misses The Marksdwarf!
The Marksdwarf attacks The Blind Cave Ogre but He jumps away!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf punches The Blind Cave Ogre in the lower body with his left hand, bruising the fat!
The Blind Cave Ogre bites The Marksdwarf in the right lower arm, tearing apart the muscle through the <pig tail fiber cloak>!
The Blind Cave Ogre grabs The Marksdwarf by the thumb, left hand with his left lower arm!
The Marksdwarf punches The Blind Cave Ogre in the right upper arm with his left hand, bruising the muscle!
The Blind Cave Ogre punches The Marksdwarf in the right upper leg with his left hand, bruising the muscle through the <pig tail fiber cloak>!
The Marksdwarf punches The Blind Cave Ogre in the upper body with his left hand, bruising the fat!
The Obvious Draft Target punches The Blind Cave Ogre in the right lower arm with his left hand, bruising the fat!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's left lower arm on The Marksdwarf's thumb, left hand.
The Blind Cave Ogre attacks The Obvious Draft Target but He jumps away!
The Marksdwarf punches The Blind Cave Ogre in the left lower leg with his left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the right upper leg with his right hand, bruising the fat!
The Blind Cave Ogre attacks The Obvious Draft Target but He jumps away!
The Marksdwarf scratches The Blind Cave Ogre in the first toe, right foot, tearing the muscle!
The Blind Cave Ogre attacks The Marksdwarf but He rolls away!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf misses The Blind Cave Ogre!
The Blind Cave Ogre misses The Marksdwarf!
The Obvious Draft Target punches The Blind Cave Ogre in the right foot with his left hand, bruising the muscle!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf punches The Blind Cave Ogre in the right foot with his left hand, bruising the muscle!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Obvious Draft Target punches The Blind Cave Ogre in the left lower leg with his left hand, bruising the fat!
The Marksdwarf punches The Blind Cave Ogre in the left lower arm with his left hand, bruising the muscle!
The Blind Cave Ogre misses The Marksdwarf!
The Obvious Draft Target punches The Blind Cave Ogre in the left upper leg with his left hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the left lower arm with her right hand, bruising the muscle!
The Blind Cave Ogre misses The Third in a row!
The Marksdwarf punches The Blind Cave Ogre in the neck with his left hand, bruising the fat!
The Blind Cave Ogre attacks The Third in a row but She jumps away!
The Marksdwarf scratches The Blind Cave Ogre in the left hand, tearing the fat and bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the left upper leg with his right hand, bruising the muscle!
The Blind Cave Ogre punches The Marksdwarf in the right lower leg with his left hand, bruising the fat through the <pig tail fiber trousers>!
The Third in a row punches The Blind Cave Ogre in the left hand with her left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the left foot with his left hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the left hand with her left hand, bruising the muscle!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf attacks The Blind Cave Ogre but He rolls away!
The Blind Cave Ogre stands up.
The Blind Cave Ogre attacks The Obvious Draft Target but He jumps away!
The Obvious Draft Target attacks The Blind Cave Ogre but He jumps away!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Third in a row punches The Blind Cave Ogre in the left upper arm with her right hand, bruising the muscle!
→The Obvious Draft Target attacks The Blind Cave Ogre but He jumps away!

The ogre gets a bit touchy-feely with Arkarn, but that's ok because his wife helps him out by throwing very ineffective punches at the monster. Oh did i mention all our weapons are either two caverns below, or locked outside dissolved by infernal dust? cause they totally are! But the might of three mighty wrestler is now combined, and they each have *minutes* of experience under their belt now!

Punches! Dodges! Barrel rolls! Excitement!
Everybody was kung fu fighting.
Those kicks were fast as lightning
In fact it was a little bit frightening! (<http://i.imgur.com/X75cCNw.jpg>)
Spoiler (click to show/hide)



But they fought with expert timing!
Pictured:
-Arkran to the right, a ranger with a fancy feathered hat, doing dodge rolls.
-On top, New Senshuken, grappling the monster and trying to punch his face
-TheCheeseMaker, to the left a fat and bald dwarf with awesome kung fu sidebruns, wearing a purple sweater, trying to pummel the monster's toes.

* * * * *

Spoiler (click to show/hide)

Relationships of the Marksdwarf 'Arkarn Cactuspage' Kuletkithin	
Ineth Roderdegel	Younger Brother
Rigoth Oslanmamot	Younger Brother
Tobul Gusilmeng	Younger Brother
'Astesh Cactuspage' Odrozastesh, Recruit	Younger Brother
Meng Etlibash	Younger Sister
Mafol Shadmalstinthad	Younger Sister
Fikod Nilrifot	Younger Sister
Id Ablelner	Younger Sister
Kivish Idrathmelbil	Younger Sister
Besmar Nanirdatan	Younger Sister
Ineth Uguttosid	Younger Sister
Litast Kinzulban	Younger Sister
Mafol Kolgoden	Younger Sister
Zuntir Etostshem	Younger Sister
Bembul Alathurmim	Niece
Onul Sigunzursul	Niece
z: Zoom	v: View
8293: Scroll	ESC: Done
	Shift+ESC: Back to Main

The battle rages on for a while, and I'm afraid they'll die. Then I remember that Arkarn fights not only to defend his children, but also to avenge his fallen brother Astesh, who was killed in the caverns by Bankghost a few hours prior. Arkarn and Astesh are from a huge family of 15 children, all sons and daughter to Sir Cactuspage, which I assume is a very virile man.

Spoiler (click to show/hide)

FPS: 100 <49>	Kivish Kithinmörul.
Kivish Cactuspage was a dwarf born in 64. He was of unknown parentage.	
In 133, Kivish decided to become a mercenary, operating out of Bolthreaches.	
In 134, Kivish settled in Whipbelt.	
In 135, Kivish settled in Workgood.	
In 141, Kivish married Uutok Decentringed.	
In 141, Kivish settled in Counsellledbolts.	
Related Historical Figures	
Uutok Decentringed, wife, b. 66 d. 193	
Amost Squashedchanneled, eldest daughter, b. 142 d. 167	
'Arkarn Cactuspage' Abbeycacti, eldest son, b. 143	
Ineth Baldedgalley, second eldest son, b. 146 d. 146	
Rigoth Woundplaits, third eldest son, b. 147	
Meng Lateaxes, second eldest daughter, b. 149	
Tobul Copperlashes, fourth eldest son, b. 153	
Mafol Confusedtheaters, third eldest daughter, b. 161	
Fikod Hammerblock, fourth eldest daughter, b. 162	
'Astesh Cactuspage' Fatalcudgels, youngest son, b. 165 d. 203	
Id Bustlake, fifth eldest daughter, b. 167	
Kivish Treasuretome, sixth eldest daughter, b. 168	
Besmar Rhymedirons, seventh eldest daughter, b. 169	
Ineth Iautarmors, eighth eldest daughter, b. 176	
Litast Oakbanners, ninth eldest daughter, b. 180 d. 181	
Mafol Wheeledrope, tenth eldest daughter, b. 184	
Zuntir Containedplank, youngest daughter, b. 190	
Related Entities	
The Old Net <member>	
The Disemboweled Paddles <former member>	
The Brave Letter <former member>	
The Clasps of Blazing <former member>	
The Decisive Rocks <member>	

Ol' mom died a few years ago, but sir Cactuspage is still alive and kicking in Councelledbolts. The man is quite a badass, having enrolled as a mercenary when he was 90, and surviving to this day, 70 years later. The dude is now 140 years old, and he's left quite a legacy behind him. House Cactuspage is large and well-known. Twelve of his children still live, down from 13 like this morning. (oups). Many of them have children of their own, who in turn have children themselves.

Spoiler (click to show/hide)

FPS: 100 <49>	Dwarf Fortress
Citizens <40>	Pets/Livestock <22>
Others <7>	Dead/Missing <29>
'Amperсанд' Solozlikot, Miner	On Break
'Flame' Avuzudist, Miner	Dig
'Xan' Kivishsazir, Miner	Dig
'Salmeuk' Melhilikal, Woodworker	Make wooden Barrel
'Maskwolf' Dedukusen, broker	Give Water
Stukos Akumkonos, Woodcutter	Collect Clay/R
Astesh Aranmörul, Engraver	Sleep
'Cherry heart' Unarthikut, Mason	No Job
Fath Kadölstigil, Mason	Construct rock Throne/R
Ählel Nimakrigöth, Animal Caretaker	Make clay crafts/R
Doren Becoroslan, Armorer	No Job
'Epersoni' Kuletnomuz, Blacksmith	Construct Building
Kivish Urdinkol, Furnace Operator	Drink
Nonal Smithsonen, Clothier	No Job
Adil Sarveshildhar, Fishery Worker	No Job
Rigöth Stigaslogen, Fishery Worker	No Job
Stedir Bruncatten, Fish Dissector	No Job
Erur Lörligan, Fisherdwarf	No Job
Id Mafalanen, Fisherdwarf	No Job
'Taupe' Ginetiden, Farmer	Store Item in Stockpile
Tulon Sanrebдумat, Farmer	Construct Building
Likot Rigöthcudist, Farmer	Store Item in Stockpile
Zefon Kerlögoltar, Farmer	Brew drink from plant/R
Sarvesh Zägodgusil, Farmer	No Job
Atir Tangathuzol, Butcher	Store Item in Stockpile
Zasit üshrirstigaz, Butcher	No Job
Feb Idenungöb, Lye Maker	No Job
'Erush Cactuspage' Bercatten, Shearer	Detail Floor
iton Borikkib, Spinner	No Job
Likot Tadaläth, Wood Burner	Eat
Udil Asmelthum, Architect	No Job
'Asmoth' Vaböktitthal, expedition leader	Plant Seeds
'Arkarn Cactuspage' Kuletkithin, Marksdwarf	Kill Gérigngotol, Blind Cave Ogre
'Iambliches' Lorhamnil, Traumatized	Kill Gérigngotol, Blind Cave Ogre
'TheCheeseMaker' Godenfash, Obvious Draft Target	Kill Gérigngotol, Blind Cave Ogre
'New Senshuken' Zonnakas, Third in a row	Kill Gérigngotol, Blind Cave Ogre
'Fikod Cactuspage' Vodasän, Dwarven Child	
'Udil Cactuspage' Bakostngotol, Dwarven Child	
Catten Gvosodókh, Dwarven Child	
'Eshtan Cactuspage' Oddongamil, Dwarven Child	

In fact, the fort counts 5 living Cactuspage as we speak. Arkarn is one of them, and so are two of his youngest children, age 7 and ten, too small to live on their own when arkarn and New Senshuken moved to Immortalpillar earlier this spring. Eruth is Astesh's son, and his own youngling inhabits the fortress as well. I haven,t browsed all the profiles and data from legend mode, only catching the most obvious. some of them may be great grandchild of the old man Kivish, and thus don't register Arkarn in their relative page. Will try to browse for more matches before the turn is over...

While in legend mode, I take a look at the royal family, just to see if they enterwine with House Cactuspage along the line. I find that our king, Kib Tongshole, is also the sire of a rather large family, with 11 children! However, unlike the cactuspages, the royal bloodline has a nice habit of suffering ... bad things. most of them are dead by now, and not of old fucking age let me tell you.

Spoiler (click to show/hide)

FPS: 100 <49>

èzum Thunenònul, "èzum Livingmirrored"

èzum Livingmirrored was a dwarf born in 124. He was the eldest son of Shem Merchantfeasts and Kib Tongshole.

In 124, èzum settled in Paddleroofs.

In the late summer of 124, the mate of the narrow man Udil Graniteletters attacked èzum.

In the late summer of 124, the mate of the narrow man Udil Graniteletters fought with èzum. While defeated, the latter escaped unscathed.

In the midspring of 132, the wyvern Sol Ravenslayer the Glorious Post of Gates attacked èzum.

In the midspring of 132, èzum was struck down by the wyvern Sol Ravenslayer the Glorious Post of Gates in Paddleroofs.

In the midspring of 132, the wyvern Sol Ravenslayer the Glorious Post of Gates devoured èzum in Paddleroofs.

Related Historical Figures

Shem Merchantfeasts, mother, b. 111
Kib Tongshole, father, b. 110

Related Entities

The Old Net <member>
The Socketed Towers <former member>
The Armory of Miles <member>

Ezum, the oldest son, died at the tender age of 8, when a group of Narrow Man attacked the civilisation. Edzul himself survived, but then a wyvern known as Sol Ravenslayer the Glorious post of gates showed up, and just... ate the heir apparent. Woopsie daisie!

Spoiler (click to show/hide)

FPS: 100 <49>

Urist Shigósdatan, "Urist Packediron"

Urist Packediron was a dwarf born in 125. She was the eldest daughter of Shem Merchantfeasts and Kib Tongshole.

In 125, Urist settled in Leaguebook.

In the early summer of 125, the narrow man Osod Tunnelnight the Abyss of Umbras attacked Urist.

In the early summer of 125, Urist was struck down by the narrow man Osod Tunnelnight the Abyss of Umbras in Leaguebook.

Related Historical Figures

Shem Merchantfeasts, mother, b. 111
Kib Tongshole, father, b. 110

Related Entities

The Old Net <member>
The Socketed Towers <former member>
The Brilliant Road <member>

His younger sister did not survive the Narrow Man attack (which i assume is a night creature?) The second son died at the age of one, when the mate of the Narrow Man returned for a snack. Somehow I get the feeling that the capital is not much cooler than Immortalitytowers.

Spoiler (click to show/hide)

FPS: 100 <49>

Dodók Rithsat, "Dodók Bellsstrokes"

Dodók Bellsstrokes was a dwarf born in 130. He was the third eldest son of Shem Merchantfeasts and Kib Tongshole.

In 131, Dodók settled in Pulleytalons.

In the midspring of 131, the wyvern Sol Ravenslayer the Glorious Post of Gates attacked Dodók.

In the midspring of 131, Dodók was struck down by the wyvern Sol Ravenslayer the Glorious Post of Gates in Pulleytalons.

In the midspring of 131, the wyvern Sol Ravenslayer the Glorious Post of Gates devoured Dodók in Pulleytalons.

Related Historical Figures

Shem Merchantfeasts, mother, b. 111
Kib Tongshole, father, b. 110

Related Entities

The Old Net <member>
The Socketed Towers <former member>
The Blanketed Keys <member>

the third son also died to a wyvern, but a year prior to his eldest brother, suggesting that wyvern slaughter-parties are a frequent social event in the capital. Yay for the higher class!

Spoiler (click to show/hide)

FPS: 100 <48>

Alâth Oshosholon, "Alâth Hermitgears"

Alâth Hermitgears was a dwarf born in 133. He was the fourth eldest son of Shem Merchantfeasts and Kib Tongshole.

In 133, Alâth settled in Letterisland.

In the early spring of 138, the mate of the narrow man Uzol Templetongs the Shady Crypt of Bones attacked Alâth.

In the early spring of 138, the mate of the narrow man Uzol Templetongs the Shady Crypt of Bones fought with Alâth. While defeated, the latter

In the early summer of 139, the narrow man Rufithi attacked Alâth.

In the early summer of 139, the narrow man Rufithi fought with Alâth. While defeated, the latter escaped unscathed.

In 145, Alâth became a farmer in Letterisland.

In the early summer of 148, the narrow man Rufithi attacked Alâth.

In the early summer of 148, the narrow man Rufithi fought with Alâth. While defeated, the latter escaped unscathed.

In 149, Alâth married Fikod Lengthlash.

In 149, Alâth stopped being a farmer in Letterisland.

In 149, Alâth settled in Standardshove.

In 149, Alâth became a pump operator in Standardshove.

In 202, Alâth became the militia commander of The Cheerful Lances.

Related Historical Figures

Shem Merchantfeasts, mother, b. 111
Kib Tongshole, father, b. 110
Fikod Lengthlash, wife, b. 137
Unib Paperfills, eldest son, b. 150
Kivish Slingdances, only daughter, b. 151 d. 179
Likot Idolsack, youngest son, b. 163

Related Entities

The Old Net <member>
The Socketed Towers <former member>
The Bones-Boot of Authoring <former member>
The Cheerful Lances <member>
The Cheerful Lances <militia commander, 202 to present>

and then we have the current heir to the throne, alath, fourth child of the king. The lucky bastard survived three different attacks by the narrow man, and then spent 50 years doing push ups and musculation as a pump operator. he emerged as the strongest and beefiest dwarf known to the multiverse, claiming the title of militia commander.

Spoiler (click to show/hide)

FPS: 100 <49>

Unib Monomesmul, "Unib Paperfills"

Unib Paperfills was a dwarf born in 150. He was the eldest son of Fikod Lengthlash and Alâth Hermitgears.

In 162, Unib became a ranger in Standardshove.

In 163, Unib married Bomrek Stockadehonored.

Related Historical Figures

Fikod Lengthlash, mother, b. 137
Alâth Hermitgears, father, b. 133
Bomrek Stockadehonored, wife, b. 150

Related Entities

The Old Net <member>
The Cheerful Lances <member>

Spoiler (click to show/hide)

FPS: 100 <49>

Likot Ularfath, "Likot Idolsack"

Likot Idolsack was a dwarf born in 163. He was the youngest son of Fikod Lengthlash and Alâth Hermitgears.

In 175, Likot became a brewer in Standardshove.

In 180, Likot married Kivish Treasuretome.

Related Historical Figures

Fikod Lengthlash, mother, b. 137
Alâth Hermitgears, father, b. 133
Kivish Treasuretome, wife, b. 168

Related Entities

The Old Net <member>
The Cheerful Lances <member>

Alath had three children. The eldest son is alive, albeit unremarkable. Same for his brother, who became a lowly brewer.

Spoiler (click to show/hide)

FPS: 100 <49>

Kivish Bimmatul, "Kivish Slingdances"

Kivish Slingdances was a dwarf born in 151. She was the only daughter of Fikod Lengthlash and Alâth Hermitgears.

In the early summer of 154, the mate of the narrow man Tun Tongsdikes the Sable Tomb attacked Kivish.

In the early summer of 154, the mate of the narrow man Tun Tongsdikes the Sable Tomb fought with Kivish. While defeated, the latter escaped unscathed.

In 163, Kivish married Ingish Firewheels.

In 163, Kivish became a fisherdwarf in Standardshove.

In 175, Kivish began wandering The Green Swamps.

In 175, Kivish began hunting great beasts in The Green Swamps.

In 177, Kivish ambushed the narrow man Engror Gravedust the Urn of Ash.

In 177, the narrow man Engror Gravedust the Urn of Ash fought with Kivish. While defeated, the latter escaped unscathed.

In 178, the landwyrn Muddlemansions the Drenched Famine ambushed Kivish.

In 178, the landwyrn Muddlemansions the Drenched Famine fought with Kivish. While defeated, the latter escaped unscathed.

In 179, Kivish ambushed the landwyrn Crystalserpent the Helmed Cavity.

In 179, Kivish was struck down by the landwyrn Crystalserpent the Helmed Cavity in The Green Swamps.

Related Historical Figures

Fikod Lengthlash, mother, b. 137
Alâth Hermitgears, father, b. 133
Ingish Firewheels, husband, b. 151

Related Entities

The Old Net <member>
The Cheerful Lances <member>

Seventeen Kills

One capybara woman (♀) in The Green Swamps
Two kestrels (♂) in The Green Swamps
Two giant capybaras (♂) in The Green Swamps
One giant capybara (♀) in The Green Swamps
One raven (♂) in The Green Swamps
One raven (♀) in The Green Swamps
One wild boar (♂) in The Green Swamps
One snail man in The Green Swamps
One giant jumping spider (♂) in The Green Swamps
Two giant slugs in The Green Swamps
One giant osprey (♀) in The Green Swamps
One white stork (♀) in The Green Swamps
One capybara (♂) in The Green Swamps
One giant osprey (♂) in The Green Swamps

his eldest daughter, on the other hand, tried to avenge the death of her relatives by becoming a monster slayer. She probably was also motivated by the attack she herself suffered as a kid, by narrow men. She made it her life goal to track and destroy a mighty Landwyrn. That ended up as smooth as you can guess.

* * * * *

Hope you weren't sleeping! I was just remembering a bit of my history lessons, while everyone in the caverns is busy bruising our foe inefficently. boy, look at the way I talk! I almost sound... non-dumb. Ugh, I have been getting sober! Obviously this is a defensive mechanism meant to help me think clearer for a short time, for the purpose of re-establish the booze industry!

Spoiler (click to show/hide)

her left hand, bruising the muscle!
The Blind Cave Ogre shakes The Traumatized around by the lower body, tearing apart the lower body's muscle!
An artery in the lower body has been opened by the attack!
The Blind Cave Ogre misses The Traumatized!
The Obvious Draft Target punches The Blind Cave Ogre in the left lower leg with his left hand, bruising the skin!
The Traumatized attacks The Blind Cave Ogre but He jumps away!
The Blind Cave Ogre misses The Traumatized!
The Marksdwarf misses The Blind Cave Ogre!
The Third in a row punches The Blind Cave Ogre in the right lower leg with her right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the left lower arm with her right hand, bruising the fat!
The Obvious Draft Target attacks The Blind Cave Ogre but He jumps away!
The Marksdwarf misses The Blind Cave Ogre!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Third in a row punches The Blind Cave Ogre in the left upper arm with her right hand, bruising the fat!
The Traumatized punches The Blind Cave Ogre in the left upper leg with her right hand, bruising the muscle!
The Marksdwarf punches The Blind Cave Ogre in the upper body with his left hand, bruising the fat!
The Blind Cave Ogre grabs The Marksdwarf by the first toe, right foot with his left lower arm!
The Third in a row bites The Blind Cave Ogre in the right lower arm, tearing the fat!
The Third in a row latches on firmly!
The Blind Cave Ogre punches The Marksdwarf in the upper body with his right hand, bruising the muscle and bruising the left lung through the (pig tail fiber cloak)!
The Marksdwarf is having trouble breathing!
The Obvious Draft Target punches The Blind Cave Ogre in the right lower arm with his left hand, bruising the muscle!
The Blind Cave Ogre breaks the grip of The Third in a row's upper front teeth on The Blind Cave Ogre's right lower arm.
The Marksdwarf punches The Blind Cave Ogre in the left ear with his left hand, bruising the skin!
The Blind Cave Ogre throws The Marksdwarf by the first toe, right foot with The Blind Cave Ogre's left lower arm!
The Third in a row punches The Blind Cave Ogre in the upper body with her right hand, bruising the fat!
The Traumatized punches The Blind Cave Ogre in the left upper leg with her left hand, bruising the muscle!
The Blind Cave Ogre punches The Marksdwarf in the right hand with his right hand and the injured part collapses!
An artery has been opened by the attack!
The Obvious Draft Target scratches The Blind Cave Ogre in the left hand, tearing the fat!
The Blind Cave Ogre gives in to pain.
The Blind Cave Ogre falls over.
The Obvious Draft Target punches The Blind Cave Ogre in the head with his left hand, bruising the fat!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the fat!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her right hand, bruising the fat!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!

Anyway, you didn't miss much. Iamblichos joined the battle at last. The ogre eventually fell down, under the weight of pain and exhaustion, and our team of dwarves is busy stomping on his inert body like morons. it looks a bit like this:

[Spoiler](#) (click to show/hide)



Soon, i tell myself, they will score a great hit. Or maybe the combined effect of all those bruising will keep the beast down for the count. But then...

[Spoiler](#) (click to show/hide)

The Traumatised punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Traumatised punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Traumatised punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Traumatised punches The Blind Cave Ogre in the head with her right hand, bruising the fat!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his left hand, bruising the fat!
The Traumatised punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!
The Traumatised punches The Blind Cave Ogre in the head with her left hand, bruising the fat!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his left hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Traumatised punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Traumatised punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his left hand, bruising the fat!
The Blind Cave Ogre regains consciousness.
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Blind Cave Ogre punches The Marksdwarf in the head with his right hand and the injured part explodes into gore!
An artery has been opened by the attack!
The Marksdwarf is propelled away by the force of the blow!
The Blind Cave Ogre stands up.
The Traumatised punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the left hand with his right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the left hand with her left hand, bruising the muscle!
The Blind Cave Ogre misses The Traumatised!
The Traumatised punches The Blind Cave Ogre in the left lower arm with her right hand, bruising the fat!
The Obvious Draft Target punches The Blind Cave Ogre in the left upper arm with his left hand, bruising the fat!
The Traumatised punches The Blind Cave Ogre in the head with her right hand, bruising the fat!
'Arkarn Cactuspage' Kuletkitin, Marksdwarf has been found dead.
The Blind Cave Ogre misses The Traumatised!
The Obvious Draft Target punches The Blind Cave Ogre in the right foot with his right hand, bruising the muscle!
The Traumatised punches The Blind Cave Ogre in the lower body with her right hand, bruising the fat!

bankghost is back on his (or her?) feet, after a nap of basically three days! With renewed strenght, it grabs Arkarn, and fling him about. the marksdwarf land painfully, and the troll chains up an attack, punching the defenseless dwarf in the face as he lay down. The head explode into gore, and the body is propelled by the force of the blow, bouncing off a wall and landing on the ground. A pile of gore and blood now lies on the ground, leaking blood as the fight wages on in the background.

Spoiler (click to show/hide)



Arkarn Cactuspage is no more...

* * * * *

Spoiler: OOC notes (click to show/hide)
Who likes Shoot the Dog stories?

I do!

But anyway, yes i did write a full update on essentially one dwarf getting exploded. (which frankly is slowly becoming my artistic forte... oh fuck I forgot skull bits! Mostly i found this big family, and i wanted to learn more about the dwarves that were in the fight, in case they died. I wanted the fight and the deaths to have meaning. At the same time i figured, hey let,s take a look at the royal family and shit. boy oh boy, Deus Asmoth, what the hell kind of world did you generate? the capital is constantly slaughtered by wyverns and Narrow man (I'm picturing slender men murdering people left and right), elves, humans and also dark dwarves want us dead, I,m expecting terrible

forgetten beasts sooner than later, and that's before the inclusion of zombie sieges. Oh, and the weather is deadly in two different and combo-rific ways.

to quote a wise man, "I hate literally everything"

I have more events and great moments in the bank (the bankghost ar ar ar) but they'll have to wait, as I've been working today and didn,t really sleep much. I,m a bit too fucking wrecked to make more drawings, and without them what's the point? I feel that a collection of pixelated and gory scenes of death dwarves fit the mood of this fortress quite well, so I wanna keep including them.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **August 21, 2015, 04:18:44 pm**

Now might be a bad time but dwarf me as Flame.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 21, 2015, 04:27:26 pm**

Spoiler (click to show/hide)

‘Flame’ Avuzudist, “‘Flame’ Minedyleated”, Thresher

"I finished up some work. That was very satisfying!"

He feels **satisfied** at work. Within the last season, he was **blissful** dining in a legendary dining room. He was **blissful** after sleeping in a good bedroom. He felt **pleasure** near his own fine Bed. He felt **pleasure** near his own fine Cabinet. He felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Table. He felt **pleasure** near his own fine Door. He was **blissful** dining in a great dining room. He was **disgusted** while forced to drink slime. He was **disgusted** drinking nasty water. He was **irritated** when thirsty. **He is the son of Dastot Kindtreaties and Kumil Bridgebreed.** He is a citizen of The Old Net. He is a member of The Helmed Arena. He is a former member of The Bust of Grasps. He arrived at Azothurdim on the 26th of Hematite in the year 202. **He is sixteen years old, born on the 9th of Granite in the year 186.** His hair is extremely long. He is muscular. His teeth are widely-spaced. His nose is sharply hooked. His nose bridge is concave. He has high cheekbones, and he has a deeply recessed chin. His eyelashes are short. His somewhat broad ears are somewhat short. His eyebrows are slightly low. His head is somewhat broad. His hair is dark chestnut. His skin is raw umber. His eyes are ochre. **He is strong.** ‘Flame’ Avuzudist likes **tin glaze, lay pewter, onyx opal, the color pearl, jugs and grizzly bears for their strength. When possible, he prefers to consume blueberry wine and kangaroo’s milk. He absolutely detests lizards.** He has a great affinity for language, very good intuition and good creativity, **but he has poor spatial senses.** Like others in his culture, he holds **craftsdwarfship** to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values leisure time, respects commerce and finds nature somewhat disturbing. **He personally disregards tradition, finds those that develop skill with weapons and fighting distasteful, finds eloquence and artful speech off-putting, doesn't really see the point of working hard and doesn't care about art one way or another. He dreams of mastering a skill.** He has a tendency to go it alone, without considering the advice of others. He generally acts impartially and is rarely moved to mercy. He tends to consider what others think of him. He likes to keep things practical, without delving too deeply into the abstract. He takes offered help and gifts without feeling particularly grateful. He has a sense of duty. He is quite polite. He doesn't seek out excitement. He occasionally overindulges. He begins to talk much more slowly when he's exasperated. He chews his lips when he's angry. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

You are already on board!

Good job on being the only non-blind founder of the fortress! You are also, unbelievably, a dude this time.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **August 21, 2015, 04:56:09 pm**

Wow, a dude. Okay. And I like grizzly bears too.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Sarrak** on **August 21, 2015, 05:10:45 pm**

If I'm not dwarfed yet - do it! And throw me into ongoing battle, if possible.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **August 21, 2015, 05:35:46 pm**

Actually, yeah, I remember being dwarfed now. As if to balance all the chicks I've been, this guy is a 16-year-old dude who likes grizzly bears, jugs, and is muscular.

NOW PUT SOMETHING METALLIC IN MY HANDS AND SEND ME AGAINST THAT FUCKER

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 21, 2015, 09:43:01 pm**

Quote from: Sarrak on August 21, 2015, 05:10:45 pm

If I'm not dwarfed yet - do it! And throw me into ongoing battle, if possible.

Spoiler (click to show/hide)

FPS: 100 <49> ‘Sarrak’ Uruscatten, “‘Sarrak’ Felchanel”, Enthusiast

"Everything's alright."

Within the last season, he was **interested** near a fine Seat. He was **interested** near a fine Table. He was **interested** near a fine Table. He was **blissful** dining in a legendary dining room. He was **interested** near a fine Door. He was **interested** near a fine Furnace. He was **interested** near his own fine Bed. He was **interested** near a fine Seat. He was **interested** near a fine Seat. He was **blissful** after sleeping in a good bedroom. He was **disgusted** drinking nasty water. He was **disgusted** while forced to drink slime. He was **irritated** when thirsty. He felt **lustful** talking with the spouse. He was **interested** near a fine Table. He didn't feel anything after seeing a wild bear sow die. **He is married to Zefon Shelisgit. He is the son of Mafol Chamberlull and Ashn Pleathelm.** He is a citizen of The Old Net. He is a member of The Helmed Arena. He is a former member of The Clangs of Blazing. He is a former member of The Excavated Trumpet. He arrived at Azothurdim on the 13th of Slate in the year 203. He is thirty-one years old, born on the 2nd of Obsidian in the year 122. He is average in size. His eyes are ochre. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is braided. His hair is clean-shaven. He has a very clear voice. His hair is burnt unher. His skin is raw umber. **He is shy.** ‘Sarrak’ Uruscatten likes **marble, bronze, cherry opal, giant dingo leather, gems, war hammers, shields and weapon racks. When possible, he prefers to consume tomatillo wine, sheep's milk and Longland grass seeds. He absolutely detests hats.** He has the ability to focus, but he has poor concentration, a large deficit of willpower, little natural inclination toward magic, a poor high-theft sense, poor memory and poor spatial senses. Like others in his culture, he holds **craftsdwarfship** to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. **He personally sees power over others as something to strive for, sees merrymaking as a waste, sees perseverance in the face of adversity as bull-headed and foolish and sees war as a useful means to an end. He dreams of crafting a masterwork someday.** He is constantly ablaze with feelings of lust. He only rarely tries to assert himself in conversation. He finds helping others emotionally rewarding. He is not particularly interested in what others think of him. He tries to do things correctly each time. He doesn't seek out excitement. He has a greedy streak. He tends not to be swayed by emotional appeals. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Welcome aboard... however long this may actually be. Your dwarf is surprisingly optimistic given the circonstances... You have exactly three minutes to lead a hastily thrown together dodging demonstration, teaching our 8 fisherdwarves how to not die, while your immediate superior is ignoring orders and danced outside in the goo. The situation is *superb*.

Quote from: TheFlame52 on August 21, 2015, 05:35:46 pm

NOW PUT SOMETHING METALLIC IN MY HANDS AND SEND ME AGAINST THAT FUCKER

At the time of writting, I'm glad to announce that, If your name is on the unit list, you probably don't *need* to ask about being sent against the opponent, nor should you be too hopeful about getting a weapon...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TechnoXan** on **August 21, 2015, 11:43:05 pm**

Oh crap, we're gonna die aren't we? ;D Is my cowardly miner still alive? If so some RP to come! ;)

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 22, 2015, 12:14:47 am**

Quote from: TechnoXan on August 21, 2015, 11:43:05 pm

Oh crap, we're gonna die aren't we? ;D Is my cowardly miner still alive? If so some RP to come! ;)

Xan is indeed alive, but for how long? He is so thirsty that he refuses to do any digging, which is the only thing that can save use from certain death.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Sarrak** on **August 22, 2015, 01:32:18 am**

For glory and death! To meatgrinder we come...

From diary of Sarrak Fellchannel, acting military sergeant

"Bloody good day this is! Finally, after all this slime-drinking, we'll fight something with fresh warm liquid in its veins! I heard somebody died in action, but this is of no concern - we have a bloody good furniture here... And, well, an ogre is not nearly enough for all thirsty dwarves. Casualities are to be expected."

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Senshuken** on **August 23, 2015, 01:09:04 pm**

Not surprised that the first Senshuken died; I am surprised that the second one went out like an absolute badass, killing two orges while naked (And possibly blind himself). The fact that New Senshuken isn't dead yet is amazing.

If at all possible, before you send anyone else into the meat grinder try to get Other Senshuken's weapon first. Did you know that Orge is good eating? And it has a lot of blood to drink (Which from the sounds of it, we fucking need!)

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Iamblichos** on **August 23, 2015, 02:47:19 pm**

So I started a new fort, and immediately discovered that the filthy sludge that rained constantly here made my dwarves bruised and blind.

Good training, eh?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 23, 2015, 05:23:17 pm**

There wont be more news from the fort until tuesday (maybe tomorrow night if im not burned out) since im sorta sick and workig every minute of the day im not sleeping. I have some stuff sceeenaped that still need drawings, so maybe rhatll be up tomorrow. tuwsday wednwsday thursday should see the unravelling of the story...

That is, unless something else as terrible hapens and complicate the story even more...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 25, 2015, 02:12:26 pm**

Summer update 3 -- The Romances of Satin

Spoiler (click to show/hide)

hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the left hand with his right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the left hand with her left hand, bruising the muscle!
The Blind Cave Ogre misses The Traumatized!
The Traumatized punches The Blind Cave Ogre in the left lower arm with her right hand, bruising the fat!
The Obvious Draft Target punches The Blind Cave Ogre in the left upper arm with his left hand, bruising the fat!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the fat!
'Arkarn Cactuspage' Kuletkithin, Marksdwarf has been found dead.
The Blind Cave Ogre misses The Traumatized!
The Obvious Draft Target punches The Blind Cave Ogre in the right foot with his right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the lower body with her right hand, bruising the fat!
The Blind Cave Ogre misses The Traumatized!
The Obvious Draft Target punches The Blind Cave Ogre in the right upper arm with his right hand, bruising the fat!
The Blind Cave Ogre misses The Traumatized!
The Traumatized punches The Blind Cave Ogre in the left upper leg with her right hand, bruising the muscle!
The Blind Cave Ogre misses The Traumatized!
The Blind Cave Ogre charges at The Traumatized!
→**The Traumatized jumps away!**
The Obvious Draft Target punches The Blind Cave Ogre in the upper body with his right hand, bruising the fat!
The Blind Cave Ogre misses The Obvious Draft Target!
The Traumatized punches The Blind Cave Ogre in the right foot with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the right cheek with his left hand, bruising it!
The Blind Cave Ogre misses The Obvious Draft Target!
The Obvious Draft Target punches The Blind Cave Ogre in the left ear with his right hand, tearing the cartilage!
The Traumatized punches The Blind Cave Ogre in the lower body with her left hand, bruising the fat!
The Blind Cave Ogre misses The Obvious Draft Target!
The Obvious Draft Target punches The Blind Cave Ogre in the right upper arm with his left hand, bruising the muscle!
The Traumatized scratches The Blind Cave Ogre in the left cheek, tearing it!
The Blind Cave Ogre misses The Obvious Draft Target!
The Traumatized punches The Blind Cave Ogre in the right lower arm with her right hand, bruising the fat!
The Blind Cave Ogre misses The Obvious Draft Target!
The Obvious Draft Target bites The Blind Cave Ogre in the lower body, tearing the fat!
The Obvious Draft Target latches on firmly!
The Traumatized punches The Blind Cave Ogre in the right upper leg with her right hand, bruising the fat!
The Blind Cave Ogre gives in to pain.
The Blind Cave Ogre falls over.
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target shakes The Blind Cave Ogre around by the lower body!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!

Arkarn cactuspage has fallen, but his companions won't give up the fight! They punch and pummel the monster until it gives in to pain and over-exhaustion. With Bankghost on the ground, they can unleash the power of their kung-fu abilities! Cue 20 pages of muscle bruising...

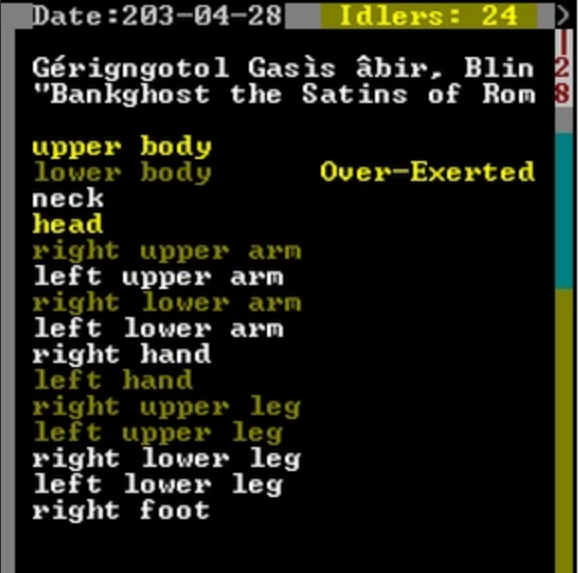
[Spoiler](#) (click to show/hide)



I grab the artefact mug, and fill it with beer. Then we grab a few balls of rubble lying around, right numbers on them, and organize a lottery. If you are one of the lucky seven to have their numbers drawn, you get to take a shot of beer. everyone else, erhm, probably will die of thirst soon.

The miners are too tired and thirsty to dig much, and so, creating a new staircase from scratch wont be possible. either we reclaim the current staircase, or everyone dies. Even then, if we don,t find the third cavern in time, or if it doesn't contain any water, we'll also die. Any migrant wave will also condemn the whole fort. The situation is dire. Bankghost must *Die*.

Spoiler (click to show/hide)



the beast is kicked out, and bruised, but suffers no real injuries for now, save for a cut ear. Worse still, it seems the injuries it has are healing faster than the dwarves can hurt it. Soon, tho, we'll have weapons, and as long as they keep Bankghost on the ground, we should...

Spoiler (click to show/hide)

arm with his left hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the left lower leg with her right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the left lower leg with her right hand, bruising the muscle!
The Obvious Draft Target kicks The Blind Cave Ogre in the left foot with his right foot, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the left hand with her right hand, bruising the muscle!
The Traumatized kicks The Blind Cave Ogre in the lower left back teeth with her right foot, but the attack glances away!
The Obvious Draft Target punches The Blind Cave Ogre in the left foot with his left hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the left upper arm with her right hand, bruising the muscle!
The Obvious Draft Target kicks The Blind Cave Ogre in the left hand with his right foot, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Blind Cave Ogre has been stunned again!
The Third in a row punches The Blind Cave Ogre in the left upper arm with her right hand, bruising the muscle!
The Obvious Draft Target scratches The Blind Cave Ogre in the left upper leg, tearing the fat and bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the right foot with her left hand, bruising the muscle!
The Blind Cave Ogre has become enraged!
The Blind Cave Ogre misses The Traumatized!
The Obvious Draft Target scratches The Blind Cave Ogre in the head, tearing the fat!
The Traumatized punches The Blind Cave Ogre in the right lower arm with her left hand, bruising the muscle!
The Blind Cave Ogre misses The Traumatized!
The Obvious Draft Target scratches The Blind Cave Ogre in the right upper leg, tearing the fat!
The Third in a row punches The Blind Cave Ogre in the lower body with her right hand, bruising the fat!
The Blind Cave Ogre passes out from exhaustion.
The Traumatized punches The Blind Cave Ogre in the right foot with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his left hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the muscle!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the fat!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his left hand, bruising the fat!
The Traumatized punches The Blind Cave Ogre in the head with her left hand, bruising the fat!
The Third in a row punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
The Obvious Draft Target punches The Blind Cave Ogre in the head with his right hand, bruising the fat!
The Traumatized punches The Blind Cave Ogre in the head with her right hand, bruising the muscle!
→The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!

Oh shit. Bankghost just woke up. *Seal the staircase* just in case!

[Spoiler](#) (click to show/hide)

The Blind Cave Ogre regains consciousness.
The Third in a row punches The Blind Cave Ogre in the head with her left hand, bruising the muscle!
The Blind Cave Ogre misses The Third in a row!
The Blind Cave Ogre grabs The Traumatized by the <cave spider silk dress> with his right lower leg!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's right lower leg on The Traumatized's <cave spider silk dress>.
The Blind Cave Ogre grabs The Traumatized by the right lower arm with his left upper leg!
The Blind Cave Ogre locks The Traumatized's right elbow with The Blind Cave Ogre's left upper leg!
The Blind Cave Ogre bends The Traumatized's right lower arm with The Blind Cave Ogre's left upper leg and the right elbow collapses!
A ligament in the right elbow has been torn and a tendon has been torn!
The Blind Cave Ogre releases the joint lock of The Blind Cave Ogre's left upper leg on The Traumatized's right lower arm.
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's left upper leg on The Traumatized's right lower arm.
The Blind Cave Ogre grabs The Traumatized by the thumb, right hand with his right lower arm!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's right lower arm on The Traumatized's thumb, right hand.
The Blind Cave Ogre punches The Traumatized in the head with his right hand and the injured part collapses into a lump of gore!
An artery has been opened by the attack!
The Blind Cave Ogre grabs The Third in a row by the neck with his left upper leg!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's left upper leg on The Third in a row's neck.
The Blind Cave Ogre attacks The Third in a row but She rolls away!
'Iamblichos' Lorbannil, Traumatized has been found dead.
→The Blind Cave Ogre is no longer stunned.

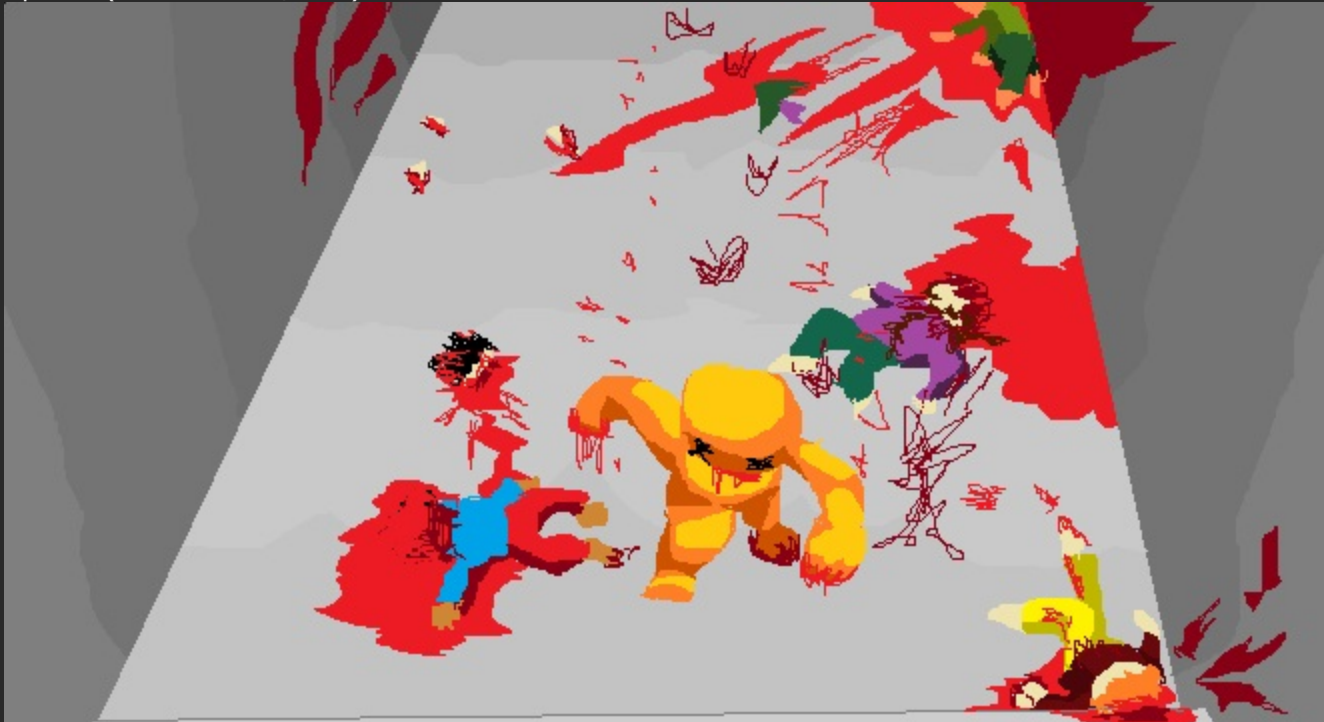
The dwarves are tired. the ogre is rested. the tide has turned. Within a few moments, he has punched the head of Iamblichos in, killing her instantly. Her husband stare in horror... But is soon his turn...

[Spoiler](#) (click to show/hide)

The Blind Cave Ogre bites The Third in a row in the head and the severed part sails off in an arc!
'New Senshuken' Zonnakas, Third in a row has been found dead.
The Blind Cave Ogre bites The Obvious Draft Target in the left upper arm, tearing apart the muscle through the <alpaca wool cloak>!
An artery has been opened by the attack and a motor nerve has been severed!
The Blind Cave Ogre attacks The Obvious Draft Target but He jumps away!
The Blind Cave Ogre charges at The Obvious Draft Target!
The Blind Cave Ogre collides with The Obvious Draft Target!
The Obvious Draft Target is knocked over and tumbles backward!
The Blind Cave Ogre grabs The Obvious Draft Target by the right ear with his left upper arm!
The Obvious Draft Target punches The Blind Cave Ogre in the left lower arm with his right hand, bruising the fat!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's left upper arm on The Obvious Draft Target's right ear.
The Blind Cave Ogre grabs The Obvious Draft Target by the second toe, left foot with his left upper arm!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's left upper arm on The Obvious Draft Target's second toe, left foot.
The Obvious Draft Target misses The Blind Cave Ogre!
The Blind Cave Ogre punches The Obvious Draft Target in the left lower arm with his left hand, bruising the muscle through the <alpaca wool cloak>!
The Blind Cave Ogre grabs The Obvious Draft Target by the lower body with his right lower arm!
The Obvious Draft Target misses The Blind Cave Ogre!
The Blind Cave Ogre punches The Obvious Draft Target in the right lower leg with his right hand, bruising the muscle through the <guineafowl leather robe>!
The Obvious Draft Target misses The Blind Cave Ogre!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's right lower arm on The Obvious Draft Target's lower body.
The Blind Cave Ogre grabs The Obvious Draft Target by the neck with his right lower arm!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's right lower arm on The Obvious Draft Target's neck.
The Blind Cave Ogre grabs The Obvious Draft Target by the fourth toe, right foot with his right upper arm!
The Obvious Draft Target punches The Blind Cave Ogre in the left foot with his right hand, bruising the fat!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's right upper arm on The Obvious Draft Target's fourth toe, right foot.
The Blind Cave Ogre grabs The Obvious Draft Target by the <sheep wool shoe> with his right upper arm!
The Obvious Draft Target misses The Blind Cave Ogre!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's right upper arm on The Obvious Draft Target's <sheep wool shoe>.
The Blind Cave Ogre grabs The Obvious Draft Target by the right hand with his left upper arm!
The Obvious Draft Target's attack is interrupted!
The Obvious Draft Target misses The Blind Cave Ogre!
The Blind Cave Ogre locks The Obvious Draft Target's right wrist with The Blind Cave Ogre's left upper arm!
The Blind Cave Ogre bends The Obvious Draft Target's right hand with The Blind Cave Ogre's left upper arm and the right wrist collapses!
A ligament in the right wrist has been torn and a tendon has been torn!
The Blind Cave Ogre releases the joint lock of The Blind Cave Ogre's left upper arm on The Obvious Draft Target's right hand.
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's left upper arm on The Obvious Draft Target's right hand.
The Blind Cave Ogre grabs The Obvious Draft Target by the <alpaca wool left mitten> with his right lower arm!
The Blind Cave Ogre releases the grip of The Blind Cave Ogre's right lower arm on The Obvious Draft Target's <alpaca wool left mitten>.
The Blind Cave Ogre punches The Obvious Draft Target in the head with his left hand and the injured part explodes into gore!
An artery has been opened by the attack!
The Obvious Draft Target is propelled away by the force of the blow!
→'TheCheeseMaker' Godenfash, Obvious Draft Target has been found dead.

TheCheeseMaker and New Senshuken are both killed, the later getting decapitated by a powerful bite after being grappled.

[Spoiler](#) (click to show/hide)



It is over. The beast is triumphant, and the soldiers are slain. Blind, enraged, empowered, Bankghost stumbles in the corridor where his foes lay dead, before heading upstairs, hungry for more carnage. he claims the title of Bankghost, the Romances of Satin. Because... reasons?

The dwarves are not yet defeated. Upstairs, the survivors put their plan in motion. they are tired, thirsty and desperate, and one should never underestimate the might and recklessness of sober dwarves. the staircase is momentarily blocked with heavy wood logs, cutting the upper fort from the cavern access, leaving some people stranded in their bedrooms, while the cathacombs are completely abandoned, being below the barricade.

[Spoiler](#) (click to show/hide)



flame takes to the forge. he may be only 16, and has no experience with weaponsmithing, but he has been an apprentice blacksmith, and understands metallurgy. Deus Asmoth being blinded, he is the fort's only shot at creating new weapons, out of a few bars of steel. His beardless face sweats under the blacksmith,s mask, and his long, magnificent hair glows under the heat and light of the forge. Flame begins work on his first battle axe...

Spoiler (click to show/hide)



The fisherdwarves of ImmortalityTower have forsaken their old craft, ready to take the yet-unforged arms, and clear their home of the Romances of satin. Erush is a moron by all acount, but his pretigious family name earns him the rank of captain. still, the dwarves prefer to obey their own, and they choose a fisherdwarf as their real leader, who claims the name of Sarrak.

"Everything's alright" Sarrak tells them, to reassure the troops. He knows that panic will be their undoing.

Spoiler (click to show/hide)



Sarrak doesn't actually know anything about fighting, but they'll learn. He knows how to dodge a carp, tho, so he starts instructing the troops, and leads a dodging demonstration. The other dwarves try to pick up. They call themselves the Buff Picks for this reasons, under the cheerful instructions of Sarrak. "Don't worry, I faced a carp once, they are worse than any ogre, ahahah!"

They do all these things on their own. I have no real say on the matter. In fact, one could say everyone is doing so great because i am not in charge right now...

Why? Well....

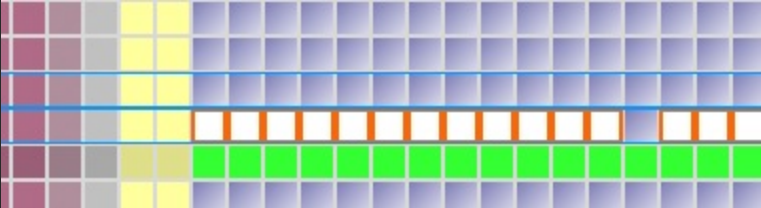
So I was watching the fight. Or at least, trying to, and listening. When Iamblichos fell, i miscounted the number of soldiers we had, and decided, since the ogre is busy, I'll go and grab the corpse, and bury her, right?

Spoiler (click to show/hide)



But Iamblichos was actually the last dwarf to die, so now I'm in the catacombs, sealed from the fort, and the ogre is coming for me. Oops.

Spoiler (click to show/hide)



I decide to use the unhauled boulders at the far end of the catacombs to wall myself in there before Bankghost gets to me, so I repeat to myself "dont do anything but construction, dont do anything but construction."

I still hang on to Iamblichos' corpse, tho, because it *could* come in handy maybe? It turns out, I'm very very dumb and blind, so it is hard to actually locate the far end of the catacombs while hauling a corpse. Not gonna dump it tho. nonononon. That's my corpse. The ogre can have my corpse over my *dead corpse*.

Spoiler (click to show/hide)

SQUADS/LEADERS	SQUAD POSITIONS
Arenas of Skinning	1. 'Taupe' Ginetiden, Farmr
The Buff Picks	2. AVAILABLE
	3. AVAILABLE
	4. AVAILABLE
	5. AVAILABLE
	6. AVAILABLE
	7. AVAILABLE
	8. AVAILABLE
	9. AVAILABLE
	10. AVAILABLE

So I think, soldiers have to obey orders, right? So I conscript myself to the army, and order myself to go at the far end of the catacombs. that ought to work! Also, with everyone dead and Erush Cactuspage moved to a new squad, that makes me the militia commander of the fort. I'm over' *and* commander, boy my non-existant parents would be so proud!

Ordering myself to go somewhere doesnt work. I'm still blind.

So instead, I... not too sure how to convey what happens next without making zero sense, but...

Spoiler (click to show/hide)



I then decide to venture downstairs (Still carrying the corpse yo) and run past the ogre. I'm now in the corridor filled with corpses, but that's ok because i can't see them, ah! No stress. I must look so courageous right now. "A skilled warrior is a beautiful sight to behold", I tell myself, unaware of the irony there. Meanwhile, Bankghost the Romances of satin stumbles upstairs, and he manages to get lost and venture to the far end of the catacombs, unsure of where i went. i know this thanks to my a#-se... my powers as Over'. Somehow I'm still alive. and that's when I start thinking...

Man, I bet if I could get the dead soldier's weapons from the caverns, I could kill this bitch. You also get a sword, corpse of Iamblichos. With a sword each, we'll be *unstoppable!*

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Sarrak** on **August 25, 2015, 03:01:07 pm**

"Dodge it, slash at it - and then dodge it again. Nothing hard, really!"

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **August 25, 2015, 04:34:06 pm**

This fort is turning out to be awesome and it isn't even that old yet. I hope to live long enough to have a flashing grey name, if you know what I mean.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 25, 2015, 05:42:25 pm**

Beardless!? I've never been so insulted in all my life! Though there is a strong possibility I don't have a beard. I haven't checked. But it's still not polite to point it out.

Side question: do dwarves ever actually change their hairstyle? Or do they just stick with whatever beard trimmings they were born with?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 25, 2015, 07:11:46 pm**

Quote from: Deus Asmoth on August 25, 2015, 05:42:25 pm
Beardless!? I've never been so insulted in all my life! Though there is a strong possibility I don't have a beard. I haven't checked. But it's still not polite to point it out.
Side question: do dwarves ever actually change their hairstyle? Or do they just stick with whatever beard trimmings they were born with?

Flame is beardless, as seen in the picture. yProbably on account ogmf being a teenager. You are super fine. It says yhat since you are blinded, Flame is the fort's only hope, so he takes to the forge.

Anyone wanna die horribly *again*? Otherwise ill postpone the redwarfings for after this is over..

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **August 25, 2015, 07:20:42 pm**

I can't describe how great this is. Even if the fort dies, the story will be epic.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 25, 2015, 08:38:26 pm**

Interesting fact. Digging through the three cavern layers from the surface would solve any future FB problem in the future, in some HILARIOUS way. Its also a thing i'm doing as soon as i get migrants. They shall bring everything close to the entrance, away from the rain, and build a roof for the courtyard. Any miner shall dig straight to the bottom cave. Only after they provide items and masonry and possibly water shall the migrants be judged useful enough to partake in the lottery and get a bed. The coolest one shall become my new avatar, because frankly there's no fucking way I'm making it out alive.

Yes that's evil but we can't just let anyone in right now. Plus, when the new waves get to dodge a yet-undusted forgotten beast or two, plus the rain and the infernal cloud, we won't even have to explain to newcomers why this place sucks.

-So you've seen all the...
-Yup.
-K cool heres a bed.

Edit: OHGODOHGODOHGODOHGODOHGODOHGOD

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Senshuken** on **August 26, 2015, 03:51:45 am**

Quote from: Taupe on August 25, 2015, 08:38:26 pm

Interesting fact. Digging through the three cavern layers from the surface would solve any future FB problem in the future, in some HILARIOUS way. Its also a thing i'm doing as soon as i get migrants. They shall bring everything close to the entrance, away from the rain, and build a roof for the courtyard. Any miner shall dig straight to the bottom cave. Only after they provide items and masonry and possibly water shall the migrants be judged useful enough to partake in the lottery and get a bed. The coolest one shall become my new avatar, because frankly there's no fucking way I'm making it out alive.

Yes that's evil but we can't just let anyone in right now. Plus, when the new waves get to dodge a yet-undusted forgotten beast or two, plus the rain and the infernal cloud, we won't even have to explain to newcomers why this place sucks.

-So you've seen all the...
-Yup.
-K cool heres a bed.

Edit: OHGODOHGODOHGODOHGODOHGODOHGOD

Immortalitytowers- If you can get in without dying, being maimed, blinded or going insane because of all the things you have witnessed you'll be treated like a damn king. Better in fact, considering the state of our current royal family and capital.

Keep making and throwing Senshuken's at this damn Orge until it finally dies. The victor shall be the -real- Senshuken!

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 26, 2015, 07:02:17 pm**

Summer update 4 -- This time it's personal

The situation at present is like, super bad. I wish I wasn't over'ing Immortalitytowers. In fact, I'd rather be anywhere but here!!!

Spoiler (click to show/hide)



Well, mostly anywhere. Anyway, last time i talked to myself about what's going on, I was running downstairs to grab things. I did it! I grabbed the quiver, copper short sword and buckler from the corpse of Other Senshuken. Now I'm truly like my hero! I also dropped all my clothes on the ground, and am now naked. Tee hee!

Spoiler (click to show/hide)



Bankghost is very very strong but he isnt very smart. So I somehow managed to run downstairs, get naked, dump Iamblichos's corpse somewhere in the staircase, grab some gear, and run back in the catacombs. I've erected a nice wall protecting me from the monster. Because I'm *awesome*. I'm also alone down here, and lonely. Wait, what's that? I hear somebody in the catacombs!!!

Spoiler (click to show/hide)



-It's me, Xan the miner! The ogre is after me!
-Oh no!
-Quick, deconstruct the wall so I can live!

I don't know why he is down here in the caverns with me, but saving people and being courageous is my duty as military commander, so I unbuild the wall and let Xan inside. then I rebuild my wall before the monster eats us.

[Spoiler](#) (click to show/hide)



-Thank you, also why do you not have any...
-Cuz i'm the military commander!
-I don't think that's how this works at all.
-I'm just following what Other Senshuken did. So I got naked.
-Hum, anyway, now that we are safe, I can connect our hideout to the bedrooms by digging a staircase upward, and a tunnel!

Xan the miner is very cool, and very fucking lucky. He is also a legendary miner, and digs very, very fast. he carves us a path toward the fortress. We are now reunited with the rest of the dwarves!

-What's up guys?

Everyone is too busy being thirsty to reply. They ask if i saw flame down there. He was suposed to make weapons in the forge, but vanished, so Deus Asmoth had to take over. I say no, cuz im blind. Sarrak asks for a week of training so that his recruits dont all die instantly, and I say ok, sure, but then some monsters appear in the fort and they get some live training instead! excitement!

[Spoiler](#) (click to show/hide)



First, a large rat had been wandering the bedrooms for a while. The Buff Picks are sent after it, and they dispatch the beast with a few hits. Thanks to the obsidian short swords, everyone in the squad has a weapon! Yay!

[Spoiler](#) (click to show/hide)



Downstairs, Bankghost the Satins of Romance is being a dick, trampling all over my discarded clothes, and then kicking every tomb open. now all three Senshukens are lying on the ground, super sad! They will be avenged, of course, but not *right now*, because nobody wants to deconstruct the barricade because everyone is fucking thirsty.

That's when an army of drakelings flood the fort's entrance, and attack! they seek refuge from the rain, and sarrak moves his fisherwarves to defend us. I don't help because I get lost. There are 15 drakelings, oh no!

Spoiler (click to show/hide)



Rigoth gets her lung stabbed. some dude is trampled and loses a leg. sarrak himself gets his heart bruised. he lives tho because he believes in himself. that's the key he says. "dodge, stab em, dodge again!!" he yells to his friends. The leftover drakelings flee, and also die horribly to the infernal dust clouds. We get free food, hurray, but food isnt drinks OMG IM SO THIRSTY!

Spoiler (click to show/hide)



Down in the caverns, a group of troglodyte wanders too close to the volcano, and sort of catch on fire. I bet they want some water too right now.

Spoiler (click to show/hide)

```
Records: Need office.  
It is raining horrid goo!  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
An animal has grown to become a Stray Rooster.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
'Ampersand' Solozlikot, Miner cancels Give Water: Need empty bucket.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
'Ampersand' Solozlikot, Miner cancels Give Water: Need empty bucket.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
Fath Kadôlstigil, Mason cancels Suture: Need thread.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
Fath Kadôlstigil, Mason cancels Clean Patient: Need empty bucket.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
Etur Lôrîgam has become a Recruit.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
Fath Kadôlstigil, Mason cancels Clean Patient: Need empty bucket.  
'Asmoth' Uabôktitthal, expedition leader cancels Update Stockpile  
Records: Need office.  
→Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
```

Deus Asmoth is our expedition leader, so he covers the book-keeping and the doctoring. The problem is that we lack any water, the hospital is understaffed and has no items in it, and also Asmoth's office is on the other side of the barricade, so he can't keep track of what we have at all. He thinks we have a new barrel of booze tho, because some dudes ran away with something large and hid from the rest of the fort.

In any case, it is obvious that the two soldiers injured in the fight against drakelings won't be up to defeat Bankghost. Or at all if we don't find water soon. (I order some buckets tho)

[Spoiler \(click to show/hide\)](#)

White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
Wombat	Wild Animal

Some white storks fly close to the fort. They must be so pretty and majestic...!

[Spoiler \(click to show/hide\)](#)

White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal
White Stork	Wild Animal

...Oh. :(

[Spoiler \(click to show/hide\)](#)

```
bucket.  
→Some migrants have arrived.
```

But then new migrants arrive to help us!

[Spoiler \(click to show/hide\)](#)

Date: 203-06-02 Idlers: 2

Tirist èrithluzat, Fishery Worker
Dense grass
A pool of horrid goo

They don't seem too excited about the place tho. I tell them that they can get inside if they first dig a super gigantic staircase from the back of the mountain to the center of the earth.

Ahahahah! Yes, but that wasn't a joke guys.

[Spoiler \(click to show/hide\)](#)

Feb Idenungob, Lye Maker cancels Clean Self: Water source contaminated.
Udil Asmelthum, Architect cancels Clean Self: Water source contaminated.
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
'Salmeuk' Melbilikal, Woodworker cancels Give Water: No water source.
'Salmeuk' Melbilikal, Woodworker cancels Clean Self: Water source contaminated.
Zefon Kerligoltar, Brewer cancels Clean Self: Water source contaminated.
Likot Tadalâth, Wood Burner cancels Give Water: No water source.
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
'Asmoth' Uabôktitthal, expedition leader cancels Suture: Need thread.
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
Urdim Enshalzon, Suturer cancels Clean Patient: No water source.
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
'Salmeuk' Melbilikal, Woodworker cancels Give Water: No water source.
'Salmeuk' Melbilikal, Woodworker cancels Clean Self: Water source contaminated.
'Salmeuk' Melbilikal, Woodworker cancels Give Water: No water source.
Fath Kadôlstigil, Mason cancels Clean Patient: No water source.
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
'Salmeuk' Melbilikal, Woodworker cancels Give Water: No water source.
èrith Fotthorlikot, Ranger cancels Give Water: No water source.
Urdim Enshalzon, Suturer cancels Suture: Need thread.
'Cherry heart' Umarthikut, Mason cancels Clean Self: Water source contaminated.
Erush Unibmeng, Animal Trainer cancels Clean Self: Water source contaminated.
Urdim Enshalzon, Suturer cancels Give Water: No water source.
It is raining horrid goo!
Urdim Enshalzon, Suturer cancels Dress Wound: Need cloth.
Ral Kelkesh, Ranger cancels Clean Self: Water source contaminated.
Fath Kadôlstigil, Mason cancels Clean Patient: No water source.
Olon Fathlôr, Peasant cancels Clean Self: Water source contaminated.
Urdim Enshalzon, Suturer cancels Suture: Need thread.
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
Urdim Enshalzon, Suturer cancels Dress Wound: Need cloth.
'Maskwolf' Dedukusen, broker cancels Clean Self: Water source contaminated.
Urdim Enshalzon, Suturer cancels Dress Wound: Need cloth.
èrith Fotthorlikot, Ranger cancels Clean Self: Water source contaminated.
Sarvesh Zágodgusil, Farmer cancels Give Water: No water source.
It is raining horrid goo!
Fath Kadôlstigil, Mason cancels Dress Wound: Need cloth.
Atír Tangathuzol, Butcher cancels Give Water: No water source.
Fath Kadôlstigil, Mason cancels Give Water: No water source.
Kivish Urdinkol, Furnace Operator cancels Store Item in Stockpile: Despairing.
Fath Kadôlstigil, Mason cancels Give Water: No water source.
Urdim Enshalzon, Suturer cancels Clean Patient: No water source.
Urdim Enshalzon, Suturer cancels Suture: Need thread.
Urdim Enshalzon, Suturer cancels Dress Wound: Need cloth.
Feb Idenungôb, Lye Maker cancels Clean Self: Water source contaminated.
Atír Tangathuzol, Butcher cancels Give Water: No water source.
The Stray Water Buffalo Calf <Iame> has been found, starved to death.
Urdim Enshalzon, Suturer cancels Clean Patient: No water source.
Atír Tangathuzol, Butcher cancels Give Water: No water source.
Doren Becoroslan, Armorer cancels Clean Self: Water source contaminated.
Doren Becoroslan, Armorer cancels Give Water: No water source.
Urdim Enshalzon, Suturer cancels Dress Wound: Need cloth.
Urdim Enshalzon, Suturer cancels Suture: Need thread.
Urdim Enshalzon, Suturer cancels Dress Wound: Need cloth.
'Fperson1' Kuletmomuz, Blacksmith cancels Give Water: No water source.
→Urdim Enshalzon, Suturer cancels Dress Wound: Need cloth.

I'm informed that our dead yaks are only drinkable for a short time.

[Spoiler](#) (click to show/hide)

Date:203-06-24

Idlers: 2

'Fikod Cactuspage' Uodasën, Dwarven Child

slate Cavern Floor

A mysterious spirit has claimed the body of Arkarn's daughter, Fikod Cactuspage!!

[Spoiler](#) (click to show/hide)

I'm five and what is this?



Kamuk Egul, "The Priest of Controls", a rhyolite scepter

This is a rhyolite scepter. All crafts dwarfship is of the highest quality. It is encircled with bands of round rhyolite cabochons.

I'm not sure this ryolite scepter decorated with ryolite will save us, tho. She seems pretty excited about it, altho she learned nothing from creating it. I mean, how would she, just *look at the thing*. Metaphorically.

[Spoiler](#) (click to show/hide)



Someone has news from flame. A friend of his says the blacksmith snuck inside the caverns before they closed the barricade, claiming there probably was some mud or whatever to drink down there. He's probably super dead right now.

Quote from: TheFlame52 on August 25, 2015, 04:34:06 pm

This fort is turning out to be awesome and it isn't even that old yet. I hope to live long enough to have a flashing grey name, if you know what I mean.

...You lasted seven seconds after posting this.

Spoiler (click to show/hide)



Well, the good news is, Xan the miner is super helpful, and dug a way around the magma forge, to connect Deus Asmoth's office to the rest of the fort. The dude is very fucking thrilled, and rushes to his desk to organize a party. Nobody is excited or festive enough to join him.

Spoiler (click to show/hide)



Enough fucking around! One of the dwarves who stole our only barrel of booze this week came back, strong enough to remove the barricade. everyone is gathering around, ready to...

-Hum, Rigoth, your lung is obviously a problem, are you sure you can do this?
 -Yeah yeah
 -Ok let's go!

The buff picks rush down the staircase, and I follow them closely. Seconds ago, Bankghost was right around the corner, bashing tombs and shit. he cannot be far from here. the dwarves will have their revenge, retomb their Senshukens, and find water down below! Thanks

to their bravery, the shaky settlement that is Immortalitytowers will soon be secured, and flowing with drinks. They descend, chanting a warcry.

They look around. No sign of Bankghost. Where the fuck is he...?

They reach the tunnel where many soldiers died to the beast. Which way did their foe go? Then out of the darkness...

Spoiler (click to show/hide)

Citizens (44)	Pets/Livestock (20)	Others (17)	Dead/Missing (54)
Troglodyte		Wild Animal	
Troglodyte		Wild Animal	
Troglodyte		Wild Animal	
Troglodyte		Wild Animal	
Troglodyte		Wild Animal	
Blind Cave Ogre		Wild Animal	
Blind Cave Ogre		Wild Animal	
Blind Cave Ogre		Wild Animal	
Giant Cave Swallow		Wild Animal	
White Stork		Wild Animal	
White Stork		Wild Animal	
White Stork		Wild Animal	
White Stork		Wild Animal	
White Stork		Wild Animal	
White Stork		Wild Animal	
White Stork		Wild Animal	
White Stork		Wild Animal	



3 blind, glowy pairs of eyes emerge from the dark tunnels, where seconds before there were none. Bankghost has fled the fortress, but he too had friends to avenge. Now three members of his Ogre clan stand ready to murder and pillage and devour dwarves, in the name of the two friends slain by Other Senshuken.

The battle begins...

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **TheFlame52** on **August 26, 2015, 07:09:06 pm**

Quote from: Taupe on August 26, 2015, 07:02:17 pm

Spoiler (click to show/hide)



Date: 2013-07-02

Idlers: 23

(draltha leather trousers)

(cave spider silk dress)

(cave spider silk robe)

(alpaca wool cloak)

(pig tail fiber cap)

(pig tail fiber hood)

(impala leather left glove)

(giant cave spider silk left mitten)

(impala leather right glove)

(giant cave spider silk right mitten)

(giant cave spider silk sock)

(pig tail fiber shoe)

(giant cave spider silk sock)

(pig tail fiber shoe)

iron pick

'Flame' Avuzudist's corpse

Muddy citrine Caverna Floor

A pile of mud

Someone has news from flame. A friend of his says the blacksmith snuck inside the caverns before they closed the barricade, claiming there probably was some mud or whatever to drink down there. He's probably super dead right now.

Quote from: TheFlame52 on August 25, 2015, 04:34:06 pm

This fort is turning out to be awesome and it isn't even that old yet. I hope to live long enough to have a flashing grey name, if you know what I mean.

...You lasted seven seconds after posting this.

BALLS

Quote from: Taupe on August 26, 2015, 07:02:17 pm

Spoiler (click to show/hide)

Citizens <44>

Pets/Livestock <20>

Others <17>

Dead/Missing <54>

Troglodyte

Troglodyte

Troglodyte

Troglodyte

Troglodyte

Blind Cave Ogre

Blind Cave Ogre

Blind Cave Ogre

Giant Cave Swallow

White Stork

White Stork

White Stork

White Stork

White Stork

White Stork

White Stork

White Stork

White Stork

Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal


Wild Animal

Wild Animal

Wild Animal

Wild Animal

Wild Animal



3 blind, glowy pairs of eyes emerge from the dark tunnels, where seconds before there were none. Bankghost has fled the fortress, but he too had friends to avenge. Now three members of his Ogre clan stand ready to murder and pillage and devour dwarves, in the name of the two friends slain by Other Senshuken.

The battle begins...

DOUBLE BALLS

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Deus Asmoth** on **August 26, 2015, 07:32:45 pm**

If worst comes to worst, a legendary miner should absolutely annihilate an ogre if they get in a fight, so you could draft Xan to kill it. As long as he's not blind, I guess.

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Taupe** on **August 26, 2015, 07:41:23 pm**

The playthrough is mostly over (midwinter, 60 fps), so the things to come are mostly set in stone. There should be an update for autumn in its integrity tomorrow afternoon, and winter late-evening or friday, depending on how late I get up...

Dont worry. It gets worse in several ways. That OHGODOHGODOHGOD? We arent even there yet.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **August 26, 2015, 07:56:03 pm**

Well, at least the fortress is guaranteed to be interesting. In any case the OP is actually up to date now, aside from the living/dead lists, which will be updated as soon as people aren't dying faster than the list can be updated.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **August 26, 2015, 10:39:07 pm**

Hah! I'm actually useful, this is awesome! :D

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 26, 2015, 11:38:15 pm**

Quote from: TechnoXan on August 26, 2015, 10:39:07 pm

Hah! I'm actually useful, this is awesome! :D

You, sir, are the luckiest fucking dwarf the world will ever know. You have simply NO idea how many times you just casually walked right past a batch of rain, a cloud of dust or a bunch of angry ogres. despite all that, you are still alive, healthy, and ecstatic.

Quote from: Deus Asmoth on August 26, 2015, 07:56:03 pm

Well, at least the fortress is guaranteed to be interesting. In any case the OP is actually up to date now, aside from the living/dead lists, which will be updated as soon as people aren't dying faster than the list can be updated.

Yeah, hum, you probably want to hold on for that... :)

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **August 27, 2015, 12:59:58 am**

"We shall not falter! We'll took revenge for everything what was taken from us. For the WATER!!!!"

((Anyway, drakeling trying to snatch my heart? Hilarious!))

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 27, 2015, 04:07:17 pm**

Autumn update 1-- let's discuss your situation

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)

The Ranger jumps away!
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre charges at The Ranger!
The Blind Cave Ogre collides with The Ranger!
The Ranger is knocked over and tumbles backward!
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre attacks The Ranger but He jumps away!
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the lower body, tearing the muscle and bruising the guts!
The Blind Cave Ogre looks sick!
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre vomits.
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre charges at The Ranger!
The Ranger jumps away!
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre charges at The Ranger!
The Ranger jumps away!
The Blind Cave Ogre attacks The Ranger but He jumps away!
The Blind Cave Ogre misses The Ranger!
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the right lower leg, tearing the muscle and bruising the bone!
A ligament has been torn and a tendon has been torn!
The Blind Cave Ogre falls over.
The Blind Cave Ogre vomits.
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre attacks The Ranger but He jumps away!
The Blind Cave Ogre misses The Ranger!
The Blind Cave Ogre attacks The Ranger but He jumps away!
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the right lower arm, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The Blind Cave Ogre gives in to pain.
The Blind Cave Ogre vomits.
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the left lower leg, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The Blind Cave Ogre vomits.
The Blind Cave Ogre retches.
→The Blind Cave Ogre retches.
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the right upper arm, chipping the bone and fracturing the right shoulder's bone!
A tendon has been torn!
A tendon in the right shoulder has been torn!
The <<bismuth bronze bolt>> has lodged firmly in the wound!
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the right upper leg, fracturing the bone!
A tendon has been torn!
The Blind Cave Ogre vomits.
The Blind Cave Ogre retches.
The Blind Cave Ogre retches.
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the upper body, tearing the muscle and fracturing the right false ribs!
The Blind Cave Ogre vomits.
The Blind Cave Ogre retches.
The Blind Cave Ogre regains consciousness.
The Blind Cave Ogre gives in to pain.
The Blind Cave Ogre retches.
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the left lower arm, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The Blind Cave Ogre vomits.
The Blind Cave Ogre retches.
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the right lower arm, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The Blind Cave Ogre vomits.
The Blind Cave Ogre retches.
The flying <<bismuth bronze bolt>> strikes The Blind Cave Ogre in the right upper leg, fracturing the bone!
A tendon has been torn!
The Blind Cave Ogre vomits.
The Blind Cave Ogre retches.
The Blind Cave Ogre regains consciousness.
The Blind Cave Ogre gives in to pain.
The Blind Cave Ogre vomits.
The Blind Cave Ogre retches.
s: Search

-Oh that's ok, one of the rangers managed to kill it! tons of arrows, fuck yeah!
-Nice, I would like to congratulate this hero!

Spoiler (click to show/hide)

horrifying.
The Blind Cave Ogre misses The Marksdwarf!
The Marksdwarf scratches The Blind Cave Ogre in the left foot, tearing the fat and bruising the muscle!
The Blind Cave Ogre bites The Marksdwarf in the left eyelid, tearing apart the skin through the <draltha leather cloak>!
The Blind Cave Ogre charges at The Marksdwarf!
The Marksdwarf jumps away!
The Blind Cave Ogre misses The Marksdwarf!
The Marksdwarf scratches The Blind Cave Ogre in the lower body, tearing the fat!
The Blind Cave Ogre misses The Marksdwarf!
The Blind Cave Ogre charges at The Marksdwarf!
The Marksdwarf jumps away!
The Marksdwarf attacks The Blind Cave Ogre but She jumps away!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf misses The Blind Cave Ogre!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf punches The Blind Cave Ogre in the upper body with his left hand, bruising the fat!
The Blind Cave Ogre misses The Marksdwarf!
The Marksdwarf attacks The Blind Cave Ogre but She jumps away!
The Blind Cave Ogre attacks The Marksdwarf but He jumps away!
The Marksdwarf attacks The Blind Cave Ogre but She jumps away!
The Blind Cave Ogre punches The Marksdwarf in the left hand with her left hand and the injured part explodes into gore!
An artery has been opened by the attack!
The Marksdwarf gives in to pain.
The Blind Cave Ogre punches The Marksdwarf in the head with her left hand and the injured part explodes into gore!
An artery has been opened by the attack!
The Marksdwarf is propelled away by the force of the blow!
The Marksdwarf's lower body skids along the ground, bruising the muscle and bruising the guts through the <draltha leather cloak>!
The Marksdwarf slams into an obstacle!
→Kogan Iaronkûbuk, Marksdwarf has been found dead.

-Hum, well he died instantly after from his bleeding wounds.
-Oh...
-But don't worry, even after Postscreams got killed, we still had a lot of work for army men like you!
-...

Spoiler (click to show/hide)

Date:203-08-01Idlers: 1

Gongithesmul Uumom Mubun, Blind Cave Ogre
"Squidfull the Savant of Practice"

upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot

Postscream -- dead
Slain by Kogan

Postflashes -
In the catacombs

-Postflashes is still rampaging the catacombs and re-unearthing all the senshukens, but don't worry, you can take care of Squidfull the the Savant of Prattice.
-That's a... long title.
-Oh his kill list is much longer. Speaking of which. HEY YOU FIVE, YOU'RE IN THE MILITARY NOW
-But I'm five
-SHUT UP URIST!

Spoiler (click to show/hide)

Date:203-08-07Idlers: 3

ïtebasiz Lunrazmer, Blind Cave Ogre
"Postflashes the Cloudy Violator"

lower body
neck
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

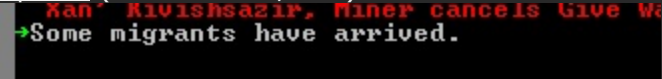
-Oh, by the way, says Asmoth
-Yes?
-That other ogre is now called Postflashes the Cloudy violator, so you shoudl really go get the first one before they both join forces.
-...
-It's easy just follow the echoing screams of death!

Asmoth disappears and locks the door behind me.

I don't like this place very much.

Autumn update 2 --Aftermath

Spoiler (click to show/hide)



Well, we did it people. there it is, the fine fortress of Immortalitytowers, carved into a beautiful mountain. The sky is weird, and I think i see some weird dust over the horizon, but hey, let's go and take a closer look, shall we? It'll be nicer than staying outside.

I pass the entrance, where a half-roofed trade depot houses a bunch of suffering, mangled caravan guards. I ask what happened here. They say, it was the rain. My companion turns to me, and says:

Spoiler (click to show/hide)

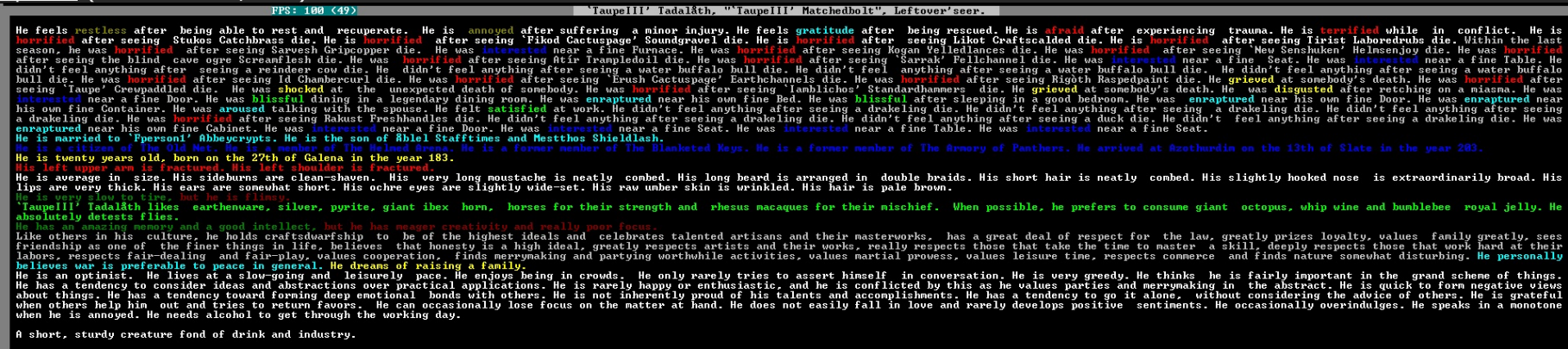


"Doctor, you shoudl take care of those poor wounded soldiers. I would help, but i am eager to meet my Grandfather, Arkarn cactuspage the first, who lives here!"

The young peasant rushes toward the fortress, while I spend some time suturing the guards, as is my profession. "So, i ask, where can I get some water around here to threat the wounded?"

Blank stares. That doesn't bore well. I decide to take a look inside, and ask the reside... OH MY FUCKING GOD.

Spoiler (click to show/hide)



I take a step inside and my sanity instantly moves back to the capital. What. The actual fuck. Happened here.

Spoiler (click to show/hide)



There is like, 30 corpses littering the dormitory corridor. Two giant carcasses lie in a pool of green blood, with countless dwarves scattered around them, lifeless. a young dwarf walks in the corridor, screaming for his mother. Three residents, apparently alive, bump around the walls, obviously blind. The rest of the fort, which doesn't account for more than 15 dwarves, are busy barfing around, or licking the blood of their brothers off the floor before it dries up. The smell of rot and despair fills the air, before a giant cloud of miasma turn this place into a nightmare.

I puke.

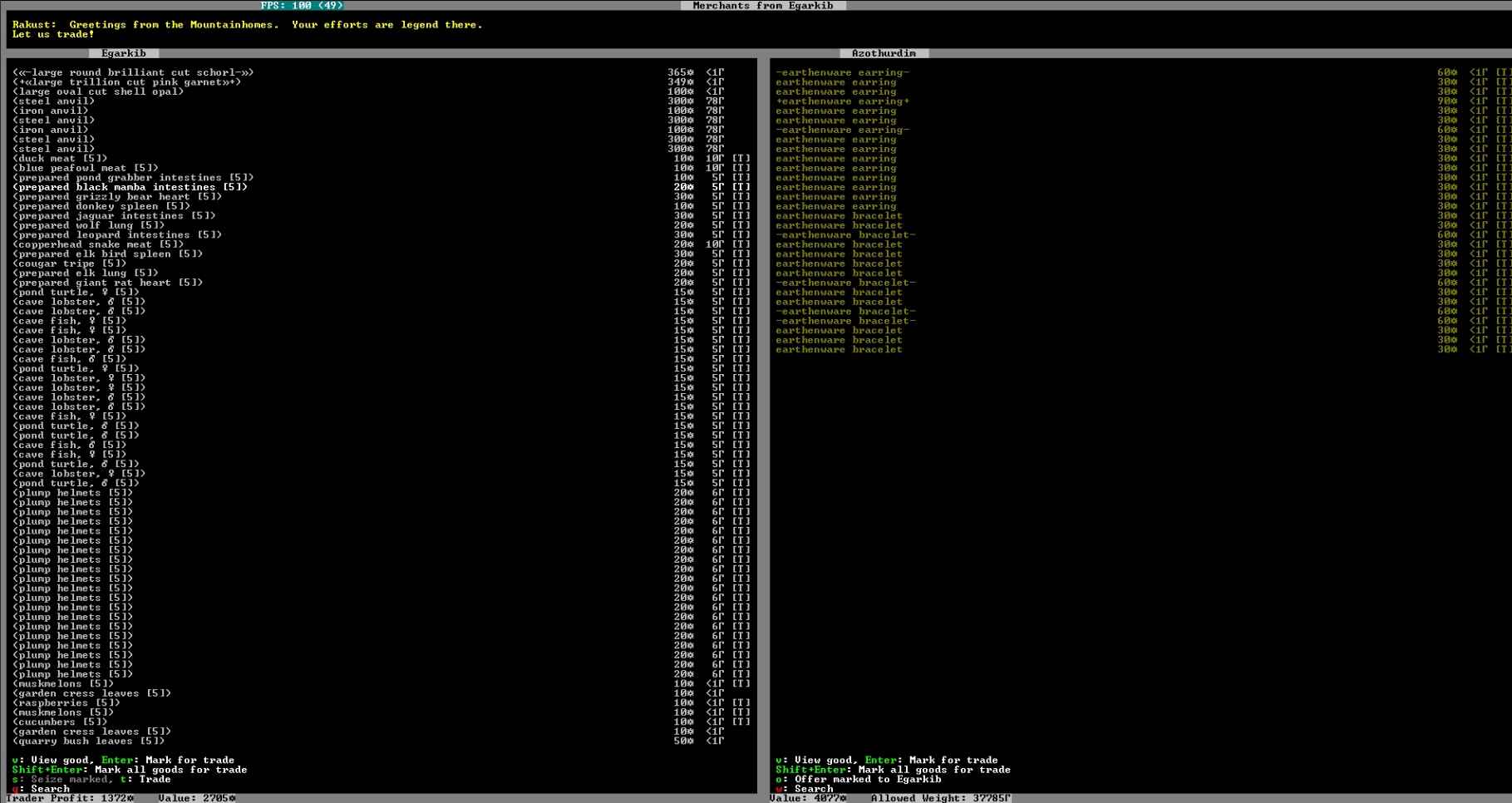
A half-alive, blind dwarf crawls to me, and offers a bag of microcline and eathenwares goods. Of poor quality, as is to be expected of such a young fortress. -Please, I... beg you. take these, and trade them... outside. nevermidn the rain... We need

He coughs a chunk of his own skull.

...We need drinks.

And thus, I grab the goods, and flee this hellscape, running outside toward the safety of the dust-scorched, goo-covered courtyard. I'm running half-blind myself, but I know that this fortress needs drinks badly. Obviously they were all too busy suffering a cruel fate to practice commerce. I name myself temporary broker of this settlement, and address the merchants.

Spoiler (click to show/hide)



"How many for these wares? I ask

-Hum, maybe 4 thousand, four and a half since if you let me leave right after the trade is done.

-Agreed. We'll take all your fish, some gypsum powder, flour and meat, as well as those stacks of cheese, and as many seeds and plump helmet as you are carrying. I doubt anyone here is healthy enough to cook or plant for a while.

-Hum, that should go for maybe 3 thousand, what about the rest?

-We'll take the drinks. All of them.

-The... drinks?

-Why yes, all of them. beer, rum, wine, doesn't really matter.

-I'm not sure how to put this.

-No. No no no no no.

-I'm very sorry, we brought absolutely no drinks this year.

Quote from: Taupe on August 25, 2015, 08:38:26 pm

OHGODOHGODOHGODOHGODOHGODOHGOD

...

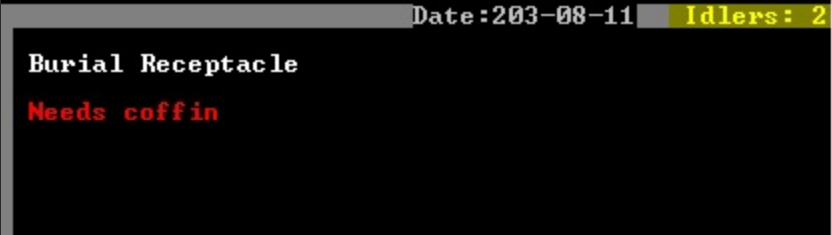
...

...

FUCK

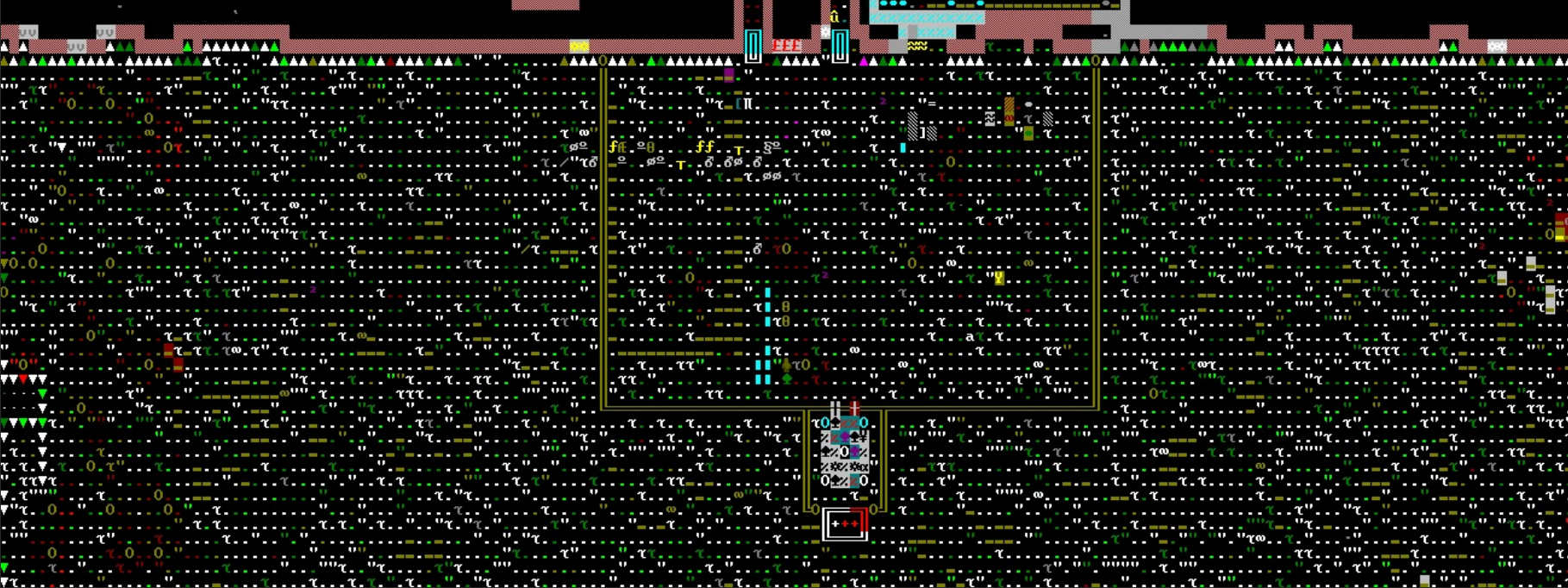
Ok, listen up, people, grab everything you can, and move those injured to the infirmary. You two, grab all the corpses and bury them properly. The rest of you, grab the strawberries i purchased and make some wine. Quickly. I'm taking charge.

Spoiler (click to show/hide)



Is that so? yes, I believe that, we DO need coffins. A fuckton of them. We need water, to save the injured, myself included. That goo, that horrible goo. People desperately try to give water to the patients, but they can't. A third of the fort is underage, another third is busystaying, and the rest won't do anything but spam give water messages. We need water, we need it *now*!

Spoiler (click to show/hide)



At this moment, a miracle. Outside, the horrid goo is replaced by something out of a dream. In the late autumn, snow fills the landscape. Frozen water. Armok mocks us even now. But i have a plan. If we can channel magma outside, right under the surface, we can melt the snow, and create a pool. We can save those people.

I ask who is in charge of the forges. They tell me it is Flame, who's down in the caverns fighting crocodiles. Really, why?

[Spoiler](#) (click to show/hide)

Date:203-09-26Idlers: 0

'Flame' Avuzudist, Ghostly Miner

"'Flame' Minedpleated"

upper body

lower body

neck

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

Oh, because he's a fucking ghost obviously.

[Spoiler](#) (click to show/hide)

the Mason Bomrek Amostkifed is fighting!

the Magma Crab is fighting!

the Mason Kib Aknamuzol is fighting!

the Ranger Imush Gébarfath is fighting!

→the Magma Crab is fighting!

[Spoiler](#) (click to show/hide)

Date:203-09-23Idlers: 3↑

'Fperson1' Kuletmomuz, Blacksmith

"'Fperson1' Abbeycrypts"

lower body

neck

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

left foot

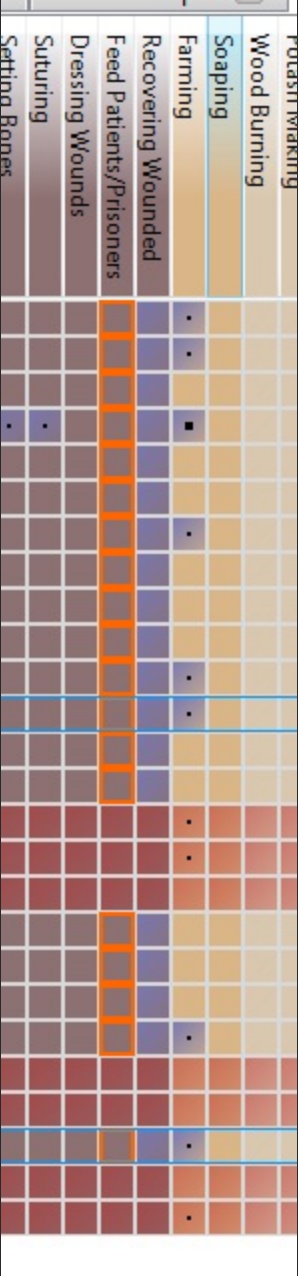
Unconscious

Starving

Dehydrated

Panic in the magma chambers. Magma crabs are ambushing the metalworkers and miners. The project is put on hold, as more resting dwarves fill the hospital. Another blacksmith, Fperson1, falls unconscious, slowly dehydrating. he dies moment after. Nobody is doing anything. I must take action. This goes against my profession, and against my own survival instinct. Yet, to ensure the survival of this fortress, I'm about to announce a terrible, fateful order.

[Spoiler](#) (click to show/hide)



Nobody is feeding the patients, recovering them, or trying to give them water. Everyone in the hospital, or lying in their bedroom, is condemned to die slowly, by my authority. I, myself, am among these unlucky dwarves. With my last breath, I tell the now freed dwarves to dig toward the third cavern, or to create a magma channel that will melt the ice.

Spoiler (click to show/hide)
A cloud of infernal dust has drifted nearby!
'Amperсанд' Solozlikot, Miner cancels Give Water: No water source.
'TaupeIII' Tadalâth, Leftover'seer, has been found dead, dehydrated.
It is raining horrid goo!

...it is done. The fate of this fortress is now beyond my reach...

* * * * *

Spoiler: OOC (click to show/hide)
When you spend enough time unraveling a tale in DF, illustrating things, and narrating the events, some things eventually start to... get to you. Sure, I had a responsibility toward this thread of not actually letting the fortress die (and some could argue that I half-willingly play ineffectively as to make things more interesting), but regardless I started to really get involved.

I didn't want all those dwarves to die, definitely not those who I drew, those that were named. Obviously I sent every random dwarf from the migrant wave, and every non-dwarfed dudes, before I dared to conscript the remaining 20 dudes, including the named folks. Most of them lived, and those who died did so before they got enrolled. Then the ogres died and i felt relief. until I found the body of Arkarn's daughter, the young girl who crafted the ryalite scepter. despite what the caption meme said, she was actually ten, not 5, and had she lived two more years, she would have become a great asset to this fort, and an interesting dwarf. But she was dead. I sealed the caverns, started mopping the fort, and building coffins. i know the drill, I've been to Doomforests.

drinks were few, sometimes produced, most often times not. I was always just one season, one month, one week from trading, one break away, and then we could have our drinks. that's what kept me going through the year. i knew that, no matter what happened, those few who survived would see salvation come fall. The wagon came. The corpses were rotting, the injured were piling up, but i knew the moment someone reached the depot, and started the trade, we would have booze. countless spam messages i endured, cant give water, whatever. People carried earthenware crap one by one, in the middle of a warzone. Then the trade began.

i looked again. And again. and again. No booze.

I was devastated. All my hopes had been void, poitnless. Some would survive, given we brew enough raspberries. But so many dwarves were injured by the rain to roof or fill the depot, and they would all die in vain.

Shortly after, i knew what i had to do. the newest narrator, Taupe the third, was a doctor, and now our chief medical dwarf. This game... it has a way of weaving up stories like nothing else could. he was new around, yet he would have to sacrifice himself to save the fort from its own debilitating problems. I booted up dwarf therapist, unclicked all the squares, and i pressed confirm. It was done. The doctor died shortly after. but for a brief time, his decision saved the fort. for a brief moment, I knew what heroes who decide to stay behind felt lie...

So yeah, depressing and immersive disasters notwithstanding, i went for fewer drawings this time, just to avoid going over the time limit for the turn and get things out of the way. Winter should be up tomorrow.

Oh, and flame? Your ghost drove away a cave spider, a cave crocodile, a tribe of troglodyte, and two more ogres. you are haunting your deathbed and basically ass-kicking any wildlife away from our region. You are, in death, more useful than anyone in this fort ever was in life.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **August 27, 2015, 05:04:52 pm**

I don't think I've ever come across a caravan with no drinks before. Clearly the game is just trying to screw with you.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **August 27, 2015, 05:08:09 pm**

This is epic.

Also, dwarf me again only if we need something killed - I want to die as honorably as Sergeat Did!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **August 27, 2015, 06:13:34 pm**

A MIRACLE IS IN ORDER.

GIVE ME THE SAVE.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 27, 2015, 06:24:17 pm**

Quote from: TheFlame52 on August 27, 2015, 06:13:34 pm

A MIRACLE IS IN ORDER.

GIVE ME THE SAVE.

Obviously im doing *fiiine*

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **August 27, 2015, 06:25:19 pm**

Quote from: TheFlame52 on August 27, 2015, 06:13:34 pm

A MIRACLE IS IN ORDER.

GIVE ME THE SAVE.

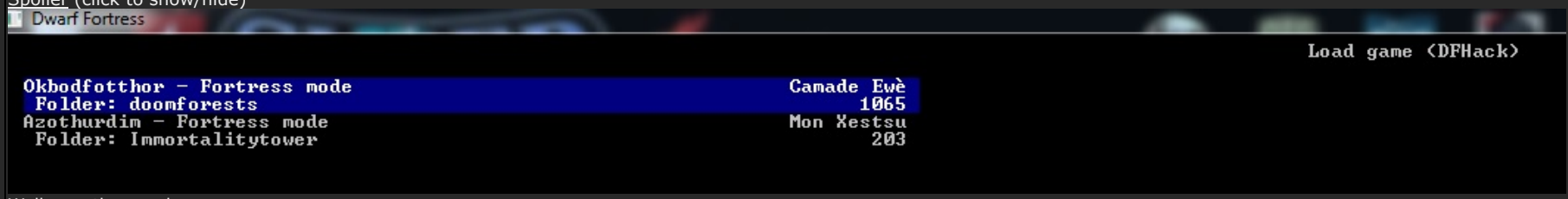
There is no miracles in this Armok's playground. Even your ghost, the most valiant of defenders is...well...a malevolent ghost of the dwarf long dead?

Title: **Re: Immortalitytowers, the Fortress of the Damned**
Post by: **Iamblichos** on **August 27, 2015, 06:25:42 pm**

Quote from: Taupe on August 26, 2015, 07:02:17 pm

The situation at present is like, super bad. I wish I wasn't over'ing Immortalitytowers. In fact, I'd rather be anywhere but here!!!

Spoiler (click to show/hide)



Well, mostly anywhere.

BWAHAHAHA! Damn you Taupe, you made me spit on my keyboard.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 27, 2015, 06:29:10 pm**

Quote from: Sarrak on August 27, 2015, 06:25:19 pm

Quote from: TheFlame52 on August 27, 2015, 06:13:34 pm

A MIRACLE IS IN ORDER.

GIVE ME THE SAVE.

There is no miracles in this Armok's playground. Even your ghost, the most valiant of defenders is...well...a malevolent ghost of the dwarf long dead?

Well, flame DID ask for a flashing grey name, and he sort of got what he wished for?

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **August 27, 2015, 06:33:55 pm**

Quote from: Taupe on August 27, 2015, 06:29:10 pm

Quote from: Sarrak on August 27, 2015, 06:25:19 pm

Quote from: TheFlame52 on August 27, 2015, 06:13:34 pm

A MIRACLE IS IN ORDER.

GIVE ME THE SAVE.

There is no miracles in this Armok's playground. Even your ghost, the most valiant of defenders is...well...a malevolent ghost of the dwarf long dead?

Well, flame DID ask for a flashing grey name, and he sort of got what he wished for?

This suddenly starts to make sense... And I'm quite horrified by what this implies.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **August 27, 2015, 07:10:18 pm**

Wait, I got this - I wish to come back to life in the same body.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 27, 2015, 07:12:55 pm**

Quote from: TheFlame52 on August 27, 2015, 07:10:18 pm

Wait, I got this - I wish to come back to life in the same body.

Sadly half your body was trampled and mangled by a crocodile, the other trampled by a group of troglodytes. It is also a skeleton.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **August 27, 2015, 07:20:40 pm**

I could do it with some 1337 h4x. All I need is a ghost.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 27, 2015, 08:06:25 pm**

Winter update -- Wrap up!

Spoiler (click to show/hide)

FPS: 100 <49>

'TaupeIV' Uristled. "'TaupeIV' Daggerrack". Too many for confort

"I was never one to follow advice."

Within the last season, he felt **satisfied** at work. He was **blissful** after sleeping in a good bedroom. He was **horrified** after seeing the blind cave ogre Squidfull the Savant of Practice die. He was **horrified** after seeing the blind cave ogre Postflashes the Cloudy Violator die. He was **disgusted** after retching on a miasma. He didn't feel anything after seeing a magma crab die. He was **shocked** at the unexpected death of somebody. He was **horrified** after seeing èrith Forestink die. He **grieved** at somebody's death. He was **horrified** after seeing Udil Merchantmuscles die. He was **horrified** after seeing 'Arkann Cactuspage' Abbeycacti die. He was **horrified** after seeing 'Iambliches' Standardhammers die. He was **horrified** after seeing 'Naw Senschuken' Helmsenjoy die. He was **horrified** after seeing Litast Cloistessoothed die. He didn't feel anything after seeing a water buffalo bull die. He was **blissful** dining in a legendary dining room. He was **grouchy** when caught in a snow storm. He was **horrified** after seeing Likot Craftscaled die. He didn't feel anything after seeing a water buffalo bull die. He didn't feel anything after seeing a reindeer cow die. He was **horrified** after seeing the blind cave ogre Screamflesh die. He didn't feel anything after seeing a wild boar sow die. He was **horrified** after seeing Rbiel Quillcraft die. He was **horrified** after seeing Kogan Velledlances die. He was **horrified** after seeing 'Astesh Cactuspage' Fatalcudgels die. He was **horrified** after seeing 'TheGheeschaher' Ropeparches die. He didn't feel anything after seeing a wild boar sow die. He was **horrified** after seeing Gog Iceleash die. He was **horrified** after seeing Nomal Delightpaper die. He didn't feel anything after seeing a wombat die. He was **horrified** after seeing Astesh Sculpturepage die. He was **disgusted** near a fine Door. He was **horrified** after seeing Zasit Quakerasped die. He was **horrified** after seeing Rtir Trampledoll die. He was **shocked** at the unexpected death of somebody. He was **horrified** after seeing Stukos Catchbrass die. He **grieved** at somebody's death. He was **horrified** after seeing Etur Toolgorged die. He was **horrified** after seeing Fath Gondaus die. He was **horrified** after seeing Zafon Shellgilt die. He was **horrified** after seeing Tirst Laboredrubs die. He was **horrified** after seeing Sarvesh Crabcoopur die. He was **horrified** after seeing 'Fikod Cactuspage' Soundgravel die. He was **horrified** after seeing Erush Raglashes die. He was **horrified** after seeing iton Trenchnet die. He was **horrified** after seeing Doren Temptwound die. He was **horrified** after seeing Olon Sacktools die. He didn't feel anything after seeing a yak cow die. He didn't feel anything after seeing a drakeking die. He is married to Bomrek Towncruxer and has 5 children: Smul Sternpulleys, Itoh Bursalleys, Eshtán Domaintours, Stodir Rockdales and Mosus Wheelchev. He is the son of Iobul Torchlengths and Etur Smithstopped. He is a citizen of the Old Nat. He is a member of the Golden Arena. He is a former member of The Courteous Trumpet. He arrived at Azothardin on the 11th of Sandstone in the year 203. He is twenty-six years old, born on the 6th of Granite in the year 172. He is incredibly muscular. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His medium-length hair is neatly combed. He has very high cheekbones. His hair is dark brown. His skin is raw umber. His eyes are ochre. He is right-handed. 'TaupeIV' Uristled likes magnetite, lead, red pyrope, capybara leather, shields, rings, guineafoals for their social nature and serpent men for their impressive tails. When possible, he prefers to consume alfalfa and quinoa beer. He absolutely detests lizards. He has great intuition, a great feel for the surrounding space and a good kinesthetic sense, but he has poor analytical abilities, masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally is a firm believer in the value of tradition and respects power. He dreams of creating a great work of art. He desires little for himself in the way of possessions. He does not easily fall in love and rarely develops positive sentiments. He takes offered help and gifts without feeling particularly grateful. He tends to hang on to grievances. He is stubborn. He has a tendency to go it alone, without considering the advice of others. He tends to avoid any physical confrontations, and he works to square this natural tendency with his respect of martial prowess. He could be considered rude. He often feels lustful. He is assertive. He rolls his eyes when he's exasperated. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Why, I there, my name is TaupeIV. Well, before I moved here it was just Taupe, but there were apparently three more with the same name, so I added 4 to my name to avoid confusion. Still, this is pretty surprising, considering that this place is *only 20 months old*. People told me not to come to Immortalitytowers. I told them I didnt care, it couldn't be worse than living in the capital and enduring narrow men and wyverns. Turns out they were right, and I was wrong. Oh well...

"I was never one to follow advice..."

Now that I've moved here, I've been named provisory overseer until the beginning of spring, on account mostly of having functioning eyes.

Spoiler (click to show/hide)



our main priority would be to get water, and on my way I found a small patch of rainwater that fell and froze right before winter arrived. People told me it is probably full of "horrid goo", but it is still worth a try. Our resident miner, Xan, is not doing too well so I've taken to the pick myself, slowly carving a path to fill magma toward the small ice patch. Or drive it under the slightly-snowy grass patches. None of those projects will see success before my reign is over, sadly. Too long, too little experience, and so many other duties to attend to! We must slab ghosts, but a kid has claimed our only craftdwarf workshop, and needs ingredients.

Spoiler (click to show/hide)

<http://i.imgur.com/SWx9qxg.jpg>

A rudimentary industry is built, to shear, harvest and weave alpaca wool into a yarn cloth. Some pets are also slaughtered for bones, and gems are cut, saving the young mosus from certain insanity. he is now a legendary wood crafter, since he created a...

Spoiler (click to show/hide)

2-The caverns are sealed off. both uncovered levels connect to each other, and swarm with GCS, crocodiles, troglodytes, and ogres. Don't. Open. It.

3-I suspect, from seing cave crocodiles, that the second cavern may contain a water source. cannot confirm, mostly just misplaced hope. too dangerous to check.

4-We don't have an army. Like, at all.

5-The tunnels right below the entrance level were meant to channel magma under the courtyard, and near a frozen water patch. By the time they are complete, everything will be melted.

6-There is a burrow linked to an alert. Don't deactivate it unless you know it is safe or really really need to go outside.

7-There are still unburied dwarves. nobody has been slabed yet because a mood claimed the workshop. Each tomb has a space in front of it to place a corresponding slab.

8-There are two bridges designed, but never finished, closing the twin entrance of the fort. A lever is created, waiting to be linked, a floor above the bridges. a (N) ote indicates the lever position, and its yet-unfinished purpose.

9-Another bridge is also unfinished, a the back entrance of the mountain. Its purpose would be to either allow or restrict access of the cavern denizens to the outside.

10-PROJECT FUCK THE WORLD: A staircase is slowly being built in the back of the mountain, meant to link all three cavern layers to the outside. the purpose of this was to a) obtain water maybe, and b) let everything in the cavern venture outside in the middle of the dust+goo center of activity so they can die horribly just like us. Please, please continue this project. Obviously make sure you finish option 8 first so whatever we unleash doesnt run straight into the fort. Oh, careful, anything that can swim in magma can still enter the fort through the volcano. just keep that in mind.

11-Keep an eye out for goo. Its not easy with cancelation and spam walls of text. an easier way to tell is to simply look at the courtyard and check if any new purple symbols aappear. If so, it is raining. Otherwise, it should be safe. Obviously I'm no expert on the matter given the current state of our dwarves but, yaknow, just sayin'.

12-IMPORTANT UPDATE: Xan is currently trying to reach a puppy thats right outside his reach,. you can save him from certain death by EXPANDING THE BURROW ONE SQUARE. Do so before he dies horribly, and he'll go and grab a drink.

THE SAVE: <http://dffd.bay12games.com/file.php?id=11087> (<http://dffd.bay12games.com/file.php?id=11087>)

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **August 27, 2015, 08:18:13 pm**

Awesome.

I'll think about a dwarf next migrant wave, if we get one. Or I'll wait until I get the save and resurrect myself!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **August 27, 2015, 10:38:40 pm**

I think that it's kind of astounding how many of the starting seven survived that clusterfuck. It might be worth blinding anyone who's not in the military/crafting business once we get water or some faster doctors so that we can avoid the unending wave of unhappiness that cleaning up is going to cause.

Cherry Hearts shall be contacted, at any rate.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 28, 2015, 03:18:01 am**

But then they wont be admiring anything ever. Also blinding is gonna happen regardless of what we want i feel.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **August 28, 2015, 03:44:33 pm**

Quote from: Taupe on August 28, 2015, 03:18:01 am

Also blinding is gonna happen regardless of what we want i feel.

Such is life in the Fort.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Fperson1** on **August 29, 2015, 12:01:18 pm**

From the journal of 'Fperson1" Abbeycrypts, Weaponsmith
Spoiler (click to show/hide)
(This is the final entry in the journal. It is written in a shaky hand. The characters become unrecognizable as the entry continues.)
I HATE MAGMA CRABS
I HATE RAIN
I HATE TAUPE
I HATE MAGMA CRABS
I HATE DOCTORS
I HATE SOBRIETY
I HATE EVERY
(Here the writing trails off. A poor-quality drawing in dwarf blood is present below the last line. The image depicts Immortalitytowers the dwarf fortress and Fperson1 Abbeycrypts the dwarf in dwarf blood. Immortalitytowers is laughing. Fperson1 is in the fetal position. The drawing relates to the death of Fperson1 Abbeycrypts in the winter of, *er, what year was this again*)

GG Taupe ;-;7

Whoever's taking over, could you redorf me? Preferably as that there undorf'd miner, name of Fperson2, profession The Second Miner

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **AbstractTraitorHero** on **August 29, 2015, 02:03:33 pm**

May I ask to be dwarfed in the next available dwarf this looks quite interesting actually my first post on bay12

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 29, 2015, 03:23:41 pm**

Welcome aboard, friend! We are certainly glad that our story has grabbed your attention solidly enough for you to register here.

If you would like a specific job, feel free to look at the very last image of the winter update. You'll see which dwarves we have, and you can choose a profession you like.

Enjoy your stay!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **August 29, 2015, 05:50:48 pm**

No reply from Cherry heart. Contacting Gwolski.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **August 29, 2015, 06:49:05 pm**

Aw crap! I was just about to be useful too, Armok why!?

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **August 29, 2015, 07:06:48 pm**

Gwolsky's on Doomforest, as far as i know.

Xan, you can be saved, you're just trying to grab a puppy rhats out of a burrow. Expanding the burrow saves your dwarf, I tested.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **AbstractTraitorHero** on **August 29, 2015, 08:47:16 pm**

Any dwarf will do as long as their not a corpse yet I will take male or female don't mind which feel free to enlist them in military dworf under name of hero it's shorter

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Gwolski** on **August 30, 2015, 05:08:45 am**

put me down a turn actually please.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **August 30, 2015, 06:38:58 am**

Ok, Askarn will be contacted.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 01, 2015, 04:46:11 pm**

No reply, turn goes to the Flame.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 01, 2015, 09:57:58 pm**

Quote from: Deus Asmoth on September 01, 2015, 04:46:11 pm

No reply, turn goes to the Flame.

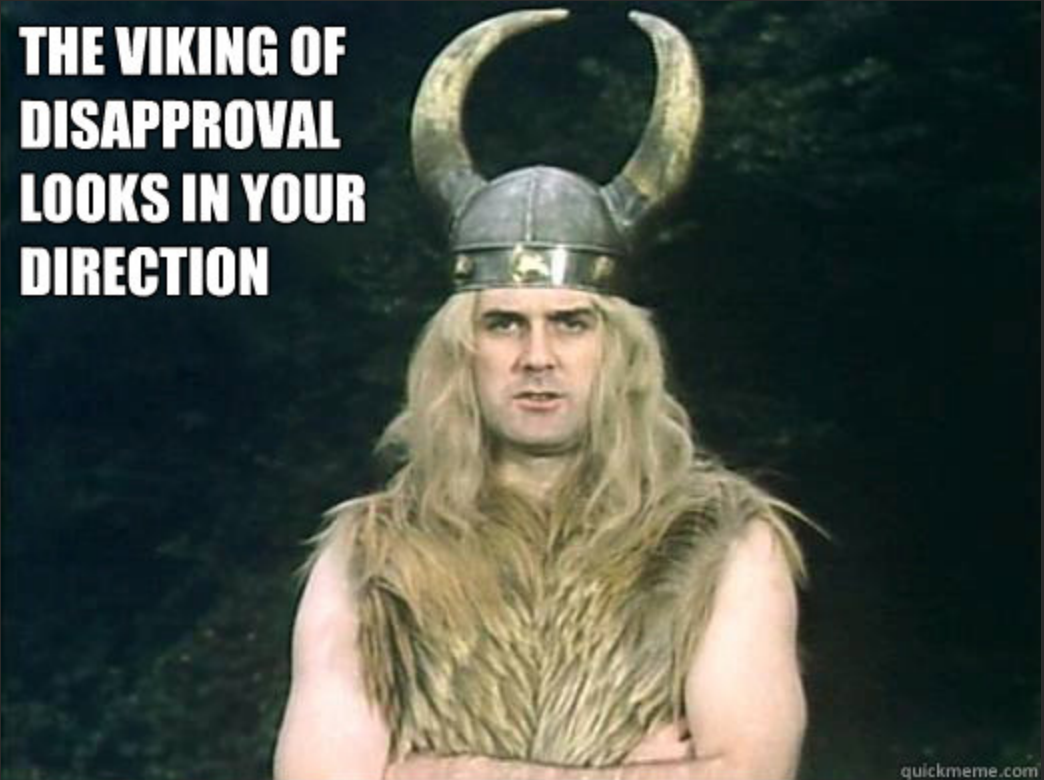
You'll *love* what I've done with the place.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 02, 2015, 04:09:21 pm**

OHBOY

This is the first time I've ever had a fort in an evil biome. Wish me luck. Also I'm going to be doing a bit of hacking. Deal with it.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 02, 2015, 05:08:43 pm**



Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 02, 2015, 06:46:29 pm**

((SWEET BABY JESUS THAT FPS IT'S BEEN TOO LONG SINCE I PLAYED A NEW FORT))

'Flame' Avuzudist, Reborn
""Flame' Minedpleated"
ø
Pickup Equipment
Talented Miner
Dabbling Tanner
Novice Brewer (Rusty)
Adequate Thresher (Rusty)
Adequate Grower (Rusty)
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent
Dabbling Intimidator
Dabbling Conversationalist

"Hey, guys! I'm back! did you manage to find any water?"
"HOLY MOTHER OF ARMOK YOU'RE DEAD"
"No, I'm pretty sure I wasn't! Anyway, I'm not dead now. Also, I'm overseer now. Don't go outside, outside is bad."
"STAY AWAY"
"Hey, that's mean. Anyway, you should probably build those bridges in front."
"ANYTHING YOU WANT JUST DON'T KILL MEEEEEEEEEE"
"Eh, I'll take it."

Okay, I personally built the bridges. Then someone hooked them to a lever and everyone came inside and someone pulled the lever and the gates closed and now we're safe!

Some migrants have arrived, despite the danger.

But there are 50 of us now, I don't think there were that many of us before.



We need space to put coffins and now! I made a giant room to put the coffins. Now we can get rid of that ghostly mason that keeps haunting me. At first people weren't digging and then I remembered I had to tell them it was okay to go in there. Then they dug it out.

Besmar Ralular, Woodworker has been possessed!

I think it was a ghost. I had some sunstones cut because he wanted gems. Then I had more gems cut because gems are pretty.

PS: 100 (18) Idenost, "Paddlefolds", a ashen hatch cover
This is a ashen hatch cover. All craftsddwarfship is of the highest quality. It is decorated with ash and wild boar bone. This object is adorned with hanging rings of orthoclase and menaces with spikes of sunstone.

The ghosty man made a pretty hatch. Maybe we can use it to cover up the caves.

It looked like we needed some tables and chairs in the dining room so I told people to put some in there.

There's a troll in the bedrooms. I don't know how it got there, but it isn't doing anything. I said we should put a cage trap under it and everyone agreed. Also I told ghosty guy to make some cages for the trap.

It is raining horrid goo!
A cloud of infernal dust has drifted nearby!
It is raining horrid goo!

Lots of scary things are happening outside but we're safe and cozy in here!

The coffin room got dug out, but we didn't have as many coffins as I thought. I told the mason to make coffins. He asked how many and I said all of them.

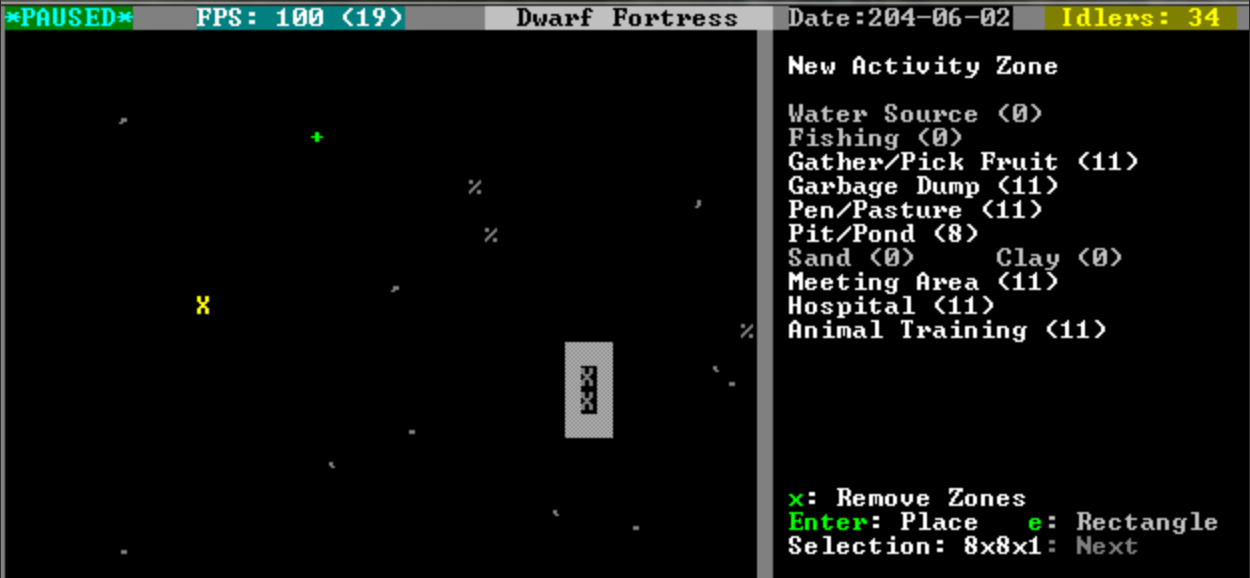
We caught the troll! We didn't know what to do with it so we put it in the dining hall.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 03, 2015, 04:22:47 pm**

Some guys were scratching on the door so I told them to back up and we let the gates down and they came in. Now there are 57 of us. Then a mason kicked the other mason out of the workshop and now he's making something out of orthoclase and bone and cloth and bone.

PS: 100 (18)Lilarzeg, "The Patterned Tattoos", a orthoclase bed
This is a orthoclase bed. All craftsddwarfship is of the highest quality. It is encrusted with rectangular orthoclase cabochons and encircled with hands of wild boar bone. This object menaces with spikes of alpaca wool, sapphire and pyrite. On the item is an image of Kogan Eldertombs the mate of the narrow man in cherry wood.

It's a bed! I don't like it though. It's all spiky and lumpy and hard. How could anyone sleep on it?



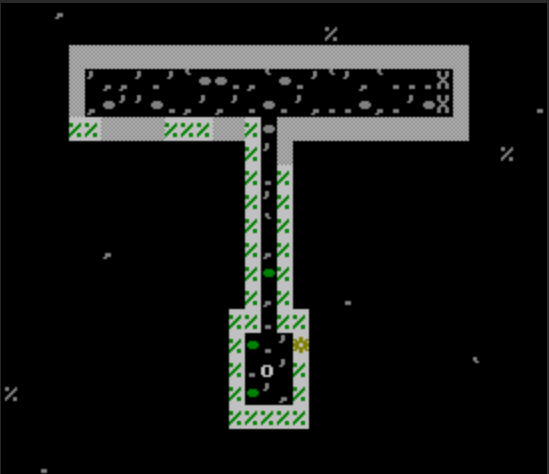
I was knocking on the walls in the tunnels and I found some that sounded different! Then I dug that way and LOOK WHAT I FOUND! ANOTHER CAVERN!



LOOK! AND THIS ONE HAS WATER!



I ordered the cavern walled off before any nasties could come in. Then I said we should probably put a well over the water so Xan dug out some space and put a hole were a well would go. Someone's building it.



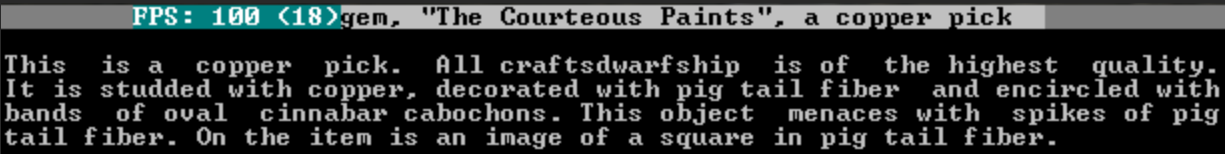
And I did another thing! I took a bunch of guys who weren't doing anything and told them to train in this barracks I dug! I even made the armor stand myself!



Now we have people who can do something in case scary things come out of that well!

Then merchants came! We gave them a bunch of earthenware things for all their booze. I also got some of each kind of glass just in case one of our glassmakers wants it and a steel bar. The liaison also came and I said next year bring booze and some lye.

Good thing I bought that steel bar, because our weaponsmith got inspired! He insisted on working with copper, though, saying it was his favorite metal. So much for that steel bar.



He made a copper pick. Lame.

I was so... so close :(

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 03, 2015, 04:40:35 pm**

It's not cheating, it's using your resources.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **EoyaBosan** on **September 03, 2015, 04:57:54 pm**

I would like to sign up for a turn, and, while I'm at it, to be dwarfed as any non-military female dwarf.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 03, 2015, 06:06:18 pm**

Good luck. In this fort, everyone will eventually be military.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 03, 2015, 07:06:19 pm**

Yeah, dwarves are like pokemons here, They go through three stages. Blindyn evolves to Fightyn, which turns into Coffyn when exposed to a fuckstone.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 03, 2015, 07:27:25 pm**

That's probably the best way of putting how things have gone so far, yes.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Iamblichos** on **September 04, 2015, 07:36:18 am**

[Quote from: Taupe on September 03, 2015, 07:06:19 pm](#)
Yeah, dwarves are like pokemons here, They go through three stages. Blindyn evolves to Fightyn, which turns into Coffyn when exposed to a fuckstone.

Truly front-page worthy.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 04, 2015, 10:12:42 am**

Btw, can you put my name at the bottom of the list for another go? Feel free to add like two new first-turners before me if some appear, Ive got a lot of stuff queued up in the near future...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Hiddenleafguy** on **September 04, 2015, 10:47:50 am**

Hmmmmmmm, I want to join, but I believe that my skill is no- Screw it, give me a turn and a dorf.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 05, 2015, 02:35:01 pm**

A ghost came, so we engraved a slab and it went away.

Zulban Nishùshrìr, Farmer has given birth to a boy.
It is raining horrid goo!
Meng Enamlikot, Miner has given birth to a boy.
Meng Enamlikot, Miner cancels Store Item in Stockpi
Imush Gébarfath, Planter has given birth to a girl.
Imush Gébarfath, Planter cancels Plant Seeds: Seeki
It is raining horrid goo!
Zas Tishakkûbuk, Ranger has given birth to a boy.
Zaneg Ôtilvabôk, Planter has given birth to a boy.

Everyone is having lots of babies. I suppose there isn't much else to do here.

Someone threw a puppy down the volcano! They said it was for "science", but I think it was just mean. Anyway, we found some adamantine!

Raw adamantine! Praise the miners!

A guy took over the jeweler's shop, grabbed some things, and started screaming about wool cloth. I asked him if plant or silk cloth would be okay but he was having none of it and punched me in the face. I think he's going to go nuts.

Anyway, it's spring now, so my time is done.

SAVE: <http://dffd.bay12games.com/file.php?id=11114>

Note: There is a dwarf with a strange mood who needs wool cloth. I can't get it to him - it's up to the next overseer. Either wall him up or get him his cloth, your choice.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 08, 2015, 07:16:46 am**

Olkies. Gwolfski shall be contacted now, then.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 09, 2015, 06:27:16 pm**

I received a pm saying it's my turn, but the last post says it's Gwolfski's, so whose turn is it?

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 09, 2015, 06:35:29 pm**

[Quote from: TheCheeseMaker on September 09, 2015, 06:27:16 pm](#)
I received a pm saying it's my turn, but the last post says it's Gwolfski's, so whose turn is it?

Gwolfofsky's busy not finishing Doomforests, and I've seen him fail to finish like five forts in a row. Just grab the save I say.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 09, 2015, 06:42:31 pm**

Alrighty then. I'll grab the save and start playing in a day or two. I haven't been following the fortress so I'm going to catch up on what's happening before I start.

Edit: Corpses everywhere, ghosts terrorizing dwarves, and nearly everyone is crippled. I guess that's what happens with 4 enemy races and deadly dragons everywhere.

Oh wait!

We haven't actually been sieged or attacked by anything yet.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 09, 2015, 11:56:44 pm**

Sorry, I forgot to update that. It's definitely TCM's turn.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **megahelmet** on **September 11, 2015, 05:15:38 pm**

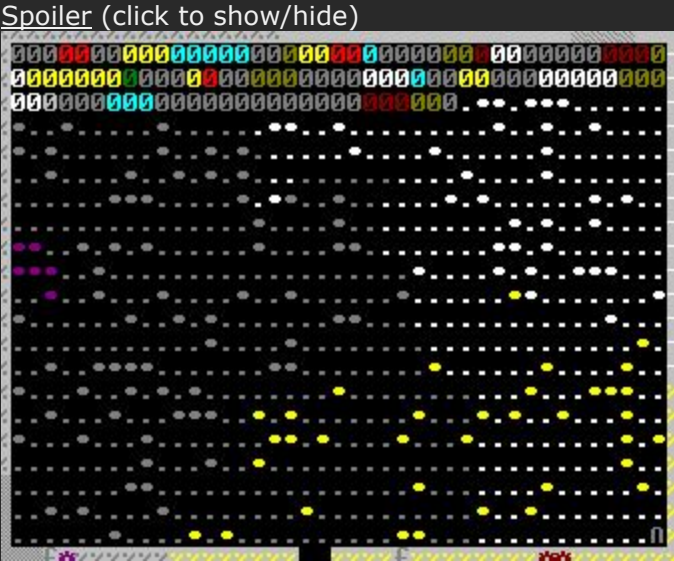
This is an awesome fort. Please put me down for a turn. Dorf me as whatever as I'm sure I won't live long enough for it to matter.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 13, 2015, 05:04:36 pm**

Musings of a Stray Dog

Hello! What’s your name!? You can call me whatever you want, although most people seem to call me “Hey you!” or “Stupid animal!” I think they like me. You can call me that. Or, if you want, I’m trying to get the others to call me “Who are you? I can’t see!” because the dwarves say that a lot, so if that’s my name then I know they are always calling for me.

I was born and raised here, in Immortalitytowers. It’s a super fun place to be. One time, a few years ago, there was this giant dwarf, and he went “Raaawr!” and all the other dwarves went “Ah! Help! He’s killing me! Aaaaaaaaah!” and after that day, we never ran out of fresh bones to chew on.



This is only half the coffins.

I spend most of my time in the dining hall. It is fun. There is a big dwarf in a cage that we can play with. The big dwarf is smaller than the giant dwarf but bigger than the other dwarves. That is why I call him the big dwarf. I eat food from some of the dwarves but not all.

There are two types of dwarves: The red dwarves and the umber dwarves. The umber dwarves walk around. Sometimes they feed me, sometimes they ignore me. They also like to pet me. I like those dwarves. The red dwarves are not as nice. They seem to crawl around or move very slowly. They also don’t like to touch things or dogs. One time I was walking around and a red dwarf kicked me, like it couldn’t see where it was going! I don’t like the red dwarves very much.

Spoiler (click to show/hide)

A thief has stolen a earthenware bracelet!
A thief has stolen a earthenware earring!

Today, someone announced that some thieves stole something from the fortress. I hope they don’t mean me. I hope they didn’t mean me. I accidentally ate some food that a cat found. That rat was very delicious. But the cat probably reported me to the dwarves. Most likely a red dwarf. Those guys are mean. I must investigate the cats. They probably have a secret system to report to the dwarves.

Spoiler (click to show/hide)

ushrir Zudensazir has begun a mysterious construction!

Today a dwarf who was running around stopped running and started working. I wonder what the running dwarf is going to make.

Spoiler (click to show/hide)

A thief has stolen a earthenware amulet!
A thief has stolen a steel bars!

More dwarves are talking about the thieves. I didn’t even eat anything today! Clearly the cats have a conspiracy going on against the dwarves, spreading lies about us dogs so the dwarves won’t like us.

Spoiler (click to show/hide)

ushrir Zudensazir, Planter has created Fatheshom, a clear zircon grate!

The running dwarf finished working and now he showed everyone the object he was working on after running around. I don’t know what it is, but I like the running dwarf.

Spoiler (click to show/hide)

Uucar Fotthorlikot, Ranger has given birth to a boy.
Etur Esablel, Axedwarf has given birth to a girl.

A lot of little dwarves have been appearing around the fortress. I am not allowed to play with the little dwarves. Both the red and the umber dwarves hold the little dwarves too high for me to reach. When I tried to jump up to catch the little dwarf, the other dwarves yelled at me. I don't like the little dwarves. I counted, and there are between 53 and 127 dwarves living in the fortress. I am not very good at counting.

Spoiler (click to show/hide)

Food Stores:	850		
Meat	36	Seeds	281
Fish	10	Drink	None
Plant	362	Other	161

All the dwarves seemed upset today. They walked around slowly and yelled a lot. Even the umber dwarves were acting like red dwarves. I believe the cat's secret society has allowed them to control all the dwarves. I told this to the other dogs, but they just looked at me funny then walked away. I guess I must fight the cats myself.

Spoiler (click to show/hide)

The Swordsdwarf stabs The Troll in the lower body with her obsidian short sword, tearing the muscle!
The Troll looks sick!
The Troll kicks The Swordsdwarf in the left foot with her left foot and the injured part collapses!
An artery has been opened by the attack!
The Macedwarf bashes The Troll in the head with his iron mace, bruising the muscle!
The Troll has been stunned!
The Macedwarf bashes The Troll in the left lower arm with his iron mace, fracturing the bone!
The Troll gives in to pain.
The Troll falls over.
The Axedwarf hacks The Troll in the head with his iron battle axe, tearing apart the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Macedwarf bashes The Troll in the head with his iron mace and the injured part explodes into gore!
An artery has been opened by the attack!

The big dwarf in the dining hall got out today. The dwarves with the pointy sticks hit them with their pointy sticks. Soon the big dwarf was lying on the ground. One of the dwarves was crying. Her foot was red, like a red dwarf, but the rest of her body looked like an umber dwarf. The rest of the dwarves took her to the hospital. She was carrying a little dwarf with her, but dropped the little dwarf when the big dwarf hit her foot. The little dwarf crawled on the ground before starting to yell. I really don't like little dwarves.

Spoiler (click to show/hide)

A cloud of infernal dust has drifted nearby!

A dwarf yelled "Infernal dust!" and all the dwarves started to hide. I wonder why. I haven't been outside enough to know what dust is or why it's scary. Maybe if I'm lucky I can learn more about it. It seems like a cat conspiracy though.

Spoiler (click to show/hide)

captain of the guard
Happy Hackers
Super Swordsmen
The Other Guys

The dwarves with the pointy sticks stopped training together. Now there are three groups of the dwarves with the pointy sticks. I can't keep track of them all, so I gave each group of the dwarves with the pointy sticks nicknames to make it easier for me to remember.

Spoiler (click to show/hide)

FPS: 101 <6> "Megahelnet" Iridzepon. "Megahelnet" Rhythmicountain". Potter

"I could really use a drink."

Within the last season, he felt pleasure near a fine Door. He felt pleasure near a fine Door. He felt satisfied at work. He felt satisfied after producing a masterwork. He felt pleasure near a fine Furnace. He was blissful after sleeping in a good bedroom. He felt pleasure near his own fine Bed. He felt pleasure near his own fine Door. He was blissful dining in a legendary dining room. He felt adoration after becoming a parent. He was blissful after becoming a parent. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Door. He felt pleasure

Spring is over now. All the dwarves except for the little dwarves now have their own bedroom now. The little dwarves sleep with the other dwarves, though so they don't need their own bedroom. Also, one dwarf started yelling that his name was Megahelmet. I like Megahelmet. I can picture the two of us together, Megahelmet and Who Are You I Can't See, working to together to fight the cat conspiracy.

So after spending about thirty minutes trying to decide how to write my character (the original TheCheeseMaker, who I was going to make a prophet to Armok, had a bad case of being torn in half), I decided to say screw it, and wrote the entry from the perspective of a dog. I'm not entirely sure if I made it clear, but the red dwarves are the ones covered in blisters. Also, I forgot to turn my population cap back up, so no migrants this season. That should be fixed for the summer.

Also, as a side note, I'm going in for surgery tomorrow. It's fairly minor, so I won't be put out of commission for too long, but I probably won't be in the mood to play Dwarf Fortress for at least a couple of days. I will still be able to finish my turn, it just might take a little longer.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 13, 2015, 05:39:31 pm**

That shouldn't be a problem. Hope your doctors are better than the ones in the fortress.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **September 14, 2015, 06:02:35 pm**

Good luck on surgery! :D

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 14, 2015, 06:13:17 pm**

Quote from: Deus Asmoth on September 13, 2015, 05:39:31 pm

That shouldn't be a problem. Hope your doctors are better than the ones in the fortress.

No one doubts their skills, only their survival rate

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**

Post by: **Deus Asmoth** on **September 14, 2015, 07:37:04 pm**

I'm (sort of) a doctor and I'm still alive (mostly). I don't think I've actually, you know, *cured* anyone or anything, but I can tell you exactly how many teeth are in the refuse stockpile and that's basically the same thing.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**

Post by: **TheCheeseMaker** on **September 14, 2015, 08:43:10 pm**

The surgery went great. Thanks for the support. If my recovery keeps up I Gshould be able to play by tomorrow.

As for fortress doctors, the dwarf whose foot was smashed was fixed incredibly quickly. It actually was one of the best treatment I've ever seen in DF. Of course, she can't walk again and is carrying a baby. Overall she's blind, can't walk, and has one hand to hold a crutch and the other to hold her baby. So naturally I've decided to put her on the front lines.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**

Post by: **TheFlame52** on **September 15, 2015, 04:41:45 pm**

The military is more for a distraction while we run away. It doesn't matter how bad it is.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**

Post by: **TheCheeseMaker** on **September 15, 2015, 05:32:30 pm**

I want everyone to know I was high on pain meds while I played this round, so that's my excuse for what's happened.

Summer of 205

Hello there! My name is TheCheeseMakerII. I immigrated here to Immortalitytowers because in spite of the retched world we face, I feel that the fortress sounded like a beacon of hope in these dark lands.

Yeah... I was wrong. So many dead, so many lost. But that was over a year ago. Today we celebrate the lack of life lost. Since I am in charge now, I have decided to become more defensively-minded. I order both the wall surrounding the courtyard and the military to be expanded.

[Spoiler \(click to show/hide\)](#)
the Cat Child is sparring.

A cat decides to join in the sparing sessions. What an adorable little kitty.

[Spoiler \(click to show/hide\)](#)
Some migrants have arrived, despite the danger.

Migrants arrive! They say they've come despite the danger. What danger? Look, I know everything isn't perfect, but this place isn't a complete deathtrap...

[Spoiler \(click to show/hide\)](#)
Some migrants have arrived, despite the danger.
It is raining horrid goo!

Oh... Never mind then, perhaps this place is rather deadly.

[Spoiler \(click to show/hide\)](#)
Autumn has come.

Autumn has arrived, and despite slow progress on the wall and the armor, everything has been relatively peaceful. I would even say that we are thriving. Life is good. Life is grand. Everyone is getting along, we have had no deaths since I've taken power, and I feel that maybe this fortress may live up to its name.

[Spoiler \(click to show/hide\)](#)
A vile force of darkness has arrived!

Crap.

Autumn of 205

[Spoiler \(click to show/hide\)](#)
Part of Saspspusaslez, "The Fierce War"
In the early autumn of 205, The Grim Hate attacked The Helmed Arena of The Old Net at Immortalitytower. The goblin Beja Fightsoared the Cloudy Tail of Torments led the attack.

Hello everybody! It's TheCheeseMaker here. Not the character, TheCheeseMakerII, found in the story, but me, fellow forumite TheCheeseMaker. I feel as if I should address all of you directly, to reiterate what I said earlier, because I don't think I've ever played this poorly since my very first fortress where everyone died of dehydration within a year. Remember: I was high on pain meds when I played this turn. So without further ado, I present to you: The Steamy Onslaught.

Thoughts of TheCheeseMakerII, during the Steamy Onslaught

[Spoiler \(click to show/hide\)](#)

Ngoso Snamozotak, Bloodkin Spearman	Invader
Atu Bosaudbod, Goblin Swordsman	Invader
Song Songoxstrar, Goblin Hammerman	Invader
Ngebzo Smatspoamxu, Goblin Spearman	Invader
Serudno Uzumbak, Goblin Axeman	Invader
Stasost Omospalobu, Goblin Maceman	Invader
Smunstu Stoshuhosnze, Goblin Maceman	Invader
Dang Utastozu, Goblin Pikeman	Invader
Enlak Zolaknatung, Goblin Axeman	Invader
Beja Uriaya, Goblin Pikeman	Invader

Only nine goblins and one bloodkin, whatever that is. My military is currently composed of twelve dwarves, so this should be easy.

[Spoiler \(click to show/hide\)](#)



Let the battle begin!

[Spoiler](#) (click to show/hide)



Well, shoot. That’s not exactly how I planned for it to go. Everyone is dead but one, who was injured and had to go to the hospital in the middle of the fight. Meanwhile, we only killed one goblin. Nine to go. Quick! Pull the lever!

[Spoiler](#) (click to show/hide)



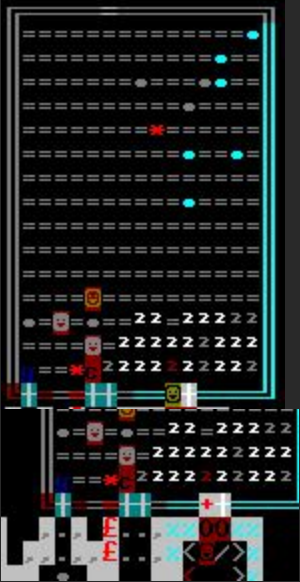
OK, three made it inside. That’s OK, it’s only three. We still have two surviving military dwarves. Three on two isn’t great odds, but it is winnable.

[Spoiler](#) (click to show/hide)



The two military dwarves manage to kill the bloodkin and one of the goblins, but the other survives. Alright. We can handle this. Our fortress is currently composed of 80 dwarves, and there is one single goblin. Even if we have to Zerg Rush this guy, we can win. We can win.

[Spoiler](#) (click to show/hide)



OK, so he’s killed a bunch of people. That’s fine. Just build a wall to seal him in. We can deal with him later.

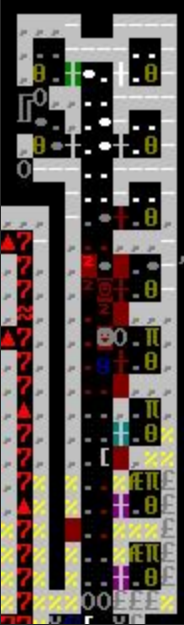
Thought of Various Dwarves during the Battle

[Spoiler](#) (click to show/hide)



Oh Armok! He’s killing everybody. He’s killing everybody! TheCheeseMakerII, Maskwolf, Salmeuk, everbody’s dead! Oh Armok! Why? WHY!? Why do you inflict your torture on us? Look at all the blood. Ahh! There’s blood EVERYWHERE!

[Spoiler](#) (click to show/hide)



Quick! Build a wall! Before he gets out! Quickly! NO NO NO!

Journal of TheCheeseMaker III, 17 Limestone 205

[Spoiler](#) (click to show/hide)

TheCheeseMaker III’ Zatamletmos, Weaponsmith **Sleep**

What a refreshing nap. I honestly don’t think that I have ever felt more relaxed in my entire life. I had this really cool dream, you see, there was this monkey, and this magma piston, and the monkey was fighting a unicorn on top of it while magma rained down on top of them. I bet everyone can’t wait to hear about it!

Journal of TheCheeseMaker III, 18 Limestone 205

So as it turns out, no one actually cared about my dream, since everyone was dead. The “survivors” were all too busy experiencing “emotional shock” to actually listen to me.

[Spoiler](#) (click to show/hide)

Citizens <48>
Zuglar Udibmusöd, Fishery Worker cancels Store Owned Item: Experiencing emotional shock.

They claim that some goblin named Strodno Flukenightmare the Grim Meteor of Stealing walked in and murdered nearly half the fortress

[Spoiler](#) (click to show/hide)

Strodno Usurped the Grim Meteor of Stealing"
Twenty-Nine Notable Kills
Zefon Claspeddally the dwarf, b. 205 d. 205
Erib Whimsdoor the dwarf, b. 205 d. 205
Domas Bendglazed the dwarf, b. 156 d. 205
Kogsak Abbeyhelms the dwarf, b. 179 d. 205
Besmar Silveryidol the dwarf, b. 159 d. 205
Eshtân Domaintours the dwarf, b. 193 d. 205
Shem Toolpages the dwarf, b. 198 d. 205
Rovod Brassrooms the dwarf, b. 162 d. 205
Deler Wallbloods the dwarf, b. 174 d. 205
Olon Whiphoisted the dwarf, b. 143 d. 205
Mosus Wheelchew the dwarf, b. 199 d. 205
Adil Crystalhopeful the dwarf, b. 172 d. 205
Rigðth Woundplaits the dwarf, b. 147 d. 205
ðnul Silversplashes the dwarf, b. 186 d. 205
Aban Bellbites the dwarf, b. 176 d. 205
ðnul Floortrumpets the dwarf, b. 168 d. 205
‘TheCheeseMakerII’ Bridgeplains the dwarf, b. 172 d. 205
Imush Lauded sack the dwarf, b. 176 d. 205
Ber Roadmatched the dwarf, b. 204 d. 205
Sodel Mirrorveils the dwarf, b. 164 d. 205
Feb Windstake the dwarf, b. 155 d. 205
Bim Pulleytrances the dwarf, b. 160 d. 205
‘Maskwolf’ Manorhelp the dwarf, b. 143 d. 205
Kadol Boatmost the dwarf, b. 174 d. 205
Shem Routedtomes the dwarf, b. 204 d. 205
Stodir Rockdales the dwarf, b. 196 d. 205
Uucar Clearroom the dwarf, b. 170 d. 205
Ducim Nailseals the dwarf, b. 205 d. 205
Eshtân Pagelance the dwarf, b. 172 d. 205

Also, there are still six goblins still outside, and good old Strodno is sealed behind a wall. Well, I guess since everyone else is too traumatized, it falls to me to fix everyone's problems. Also, I've changed my name to TheCheeseMaker III, because as everyone knows, third time's a charm, so since TheCheeseMaker I and II are dead, I should survive for a long time. Because that's how it works, right? I'm pretty sure that's how it works.

--

So...Uhh... That happened. I've seen everyone die to forgotten beasts, to werebeasts, even to a single giant cave spider. Never before, though, have I seen so many dwarves died like this. Literally half the fortress is dead, and almost all of them to one single goblin. Maybe that's why the medication said I shouldn't operate any machinery while taking the pills.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 15, 2015, 05:57:12 pm**

Heh. The bloodkin work (ominous thunderbolt)!

Anyway, on to the most important question; did *I* survive?

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 15, 2015, 05:57:22 pm**

Quote from: TheCheeseMaker on September 15, 2015, 05:32:30 pm

Literally half the fortress is dead, and almost all of them to one single goblin. Maybe that's why the medication said I shouldn't operate any machinery while taking the pills.

Hello, frontpage...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **September 15, 2015, 05:59:22 pm**

That would be some serious badass you invited right into mountainhome... Congrats on raising a perfect dwarf-murdering machine of destruction? And seriously, "Grim Meteor of Stealing" sounds **awesome**. A grim reaper incarnate invaded our fortress with a speed of a falling meteor to gorge on lives and suffering of mortal souls.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 15, 2015, 06:05:26 pm**

Quote from: Sarrak on September 15, 2015, 05:59:22 pm

That would be some serious badass you invited right into mountainhome... Congrats on raising a perfect dwarf-murdering machine of destruction? And seriously, "Grim Meteor of Stealing" sounds **awesome**. A grim reaper incarnate invaded our fortress with a speed of a falling meteor to gorge on lives and suffering of mortal souls.

To me it sounds like a lowly thief just skyrocketed to epic-tier. That's one of the most badass and fitting name combination I've seen in a while. Nothing is out of place.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 15, 2015, 06:59:46 pm**

Dead dwarves with names:

Arkun Cactuspage II
Salmeuk
TheCheeseMaker II
Maskwolf
Udil Catuspage

If your not listed above, you're still alive.

Also, shoutout to Taupe IV, who lost his wife and all 4 of his children, but managed to survive.

Correction: Udil was part of a different fight, where he survived. The other 4 are dead, though, still pretty good for the total amount of deaths.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 15, 2015, 08:52:43 pm**

GODDAMNIT DEMONGATE IS LEAKING

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 16, 2015, 09:35:50 am**

Journal of TheCheeseMaker III

20 Limestone, 205

You know, I’ve never really thought to stop and think about the past. I always am more of a “live in the moment” kind of guy. I think this is generally a good. Thing. Everyone dies. I know that now. Everyone loses in the end. From the loss of family, to the loss of possessions, to finally the loss of life. Sometimes it’s too much for others.

[Spoiler](#) (click to show/hide)

It is raining horrid goo!
Asob Múddomas, Surgeon cancels Store Item in Stockpile: Experiencing emotional shock.
Zas Tishakkúbuk, Engraver cancels Store Owned Item: Experiencing emotional shock.
Onol Rôberdatan has become a militia commander.
'TaupeIU' Uristled, Too many for confort cancels Place Item in Tomb: Experiencing emotional shock.
Sarvesh Ralbál, Dwarven Child cancels Store Owned Item: Experiencing emotional shock.
Endok Emalcatten, Mason cancels Pickup Equipment: Grieving.
Udil Sosadaláth, Cheese Maker cancels Place Item in Tomb: Grieving.

26 Limestone, 205

A child was possessed today, no doubt by recently deceased spirit. He quickly claimed a craftdwarf’s workshop and demanded materials. I will try to provide him what he needs, but there are more important things to do right now.

[Spoiler](#) (click to show/hide)

Inod Mosustek kud, Dwarven Child has been possessed!
Inod Mosustek kud has claimed a Crafts dwarf’s Workshop.

2 Sandstone, 205

The Happy Hackers are disbanded. With only one surviving member, it seems fit to recreate the squad. The random name that the squad is decided to be called is... The Halls of Mortality. Quite fitting, actually.

[Spoiler](#) (click to show/hide)

Halls of Mortaility

27 Sandstone, 205

The siege is still technically up. Seven goblins remain in Immortalitytowers. Sealed within our bedrooms is the most dangerous goblin I have ever seen. She needs to be removed if the fortress can hope to survive. I hatch a clever plan to defeat her with as little risk as possible.

[Spoiler](#) (click to show/hide)



The exit to the hallway is walled off; the only possible escape is to go through two cage traps. The wall to the hallway will be removed, and Flukenightmare will become our prisoner.

3 Timber, 205

A single wall is taken down. Two dwarves, I didn’t bother to learn their names, immediately charge Flukenightmare, because when a single goblin has murdered half your military and another half of the entire population, some random, skill-less dwarves can defeat her. Right? Actually, no, they both get their heads chopped off for their trouble. The remainder of the plan goes off without a hitch, and the goblin falls into our traps.

[Spoiler](#) (click to show/hide)

The Goblin Axeman slashes The Engraver in the head with her <<iron halberd>> and the severed part sails off in an arc!
'ezum Eribadil, Engraver has been found dead.
The Goblin Axeman slashes The Ranger in the head with her <<iron halberd>> and the severed part sails off in an arc!
'Zon Sacattulon, Ranger has been found dead.

12 Timber, 205

Perfect, that’s exactly what we need now. The possessed child went berserk today. The spirit controlling him decided, “Hey, let’s stop trying to create a useless artifact, and instead, murder everybody. That’ll be fun.

[Spoiler](#) (click to show/hide)

Inod Mosustek kud, Dwarven Child has gone berserk!
The militia commander hacks The Dwarven Child in the head with her ðiron battle axeð and the severed part sails off in an arc!
'Inod Mosustek kud, Dwarven Child has been struck down.

The military (aka one dwarf with an axe) killed him without a problem.

1 Moonstone, 205

It is time to expand the military. I pick the two least useful dwarves and draft them into the Halls of Mortality. Our military may be small, but it will grow. That I can guarantee.

[Spoiler](#) (click to show/hide)

Stinthäd Idluslem has become a Marks dwarf.
Winter is upon you.

10 Moonstone, 205

I turn my attention to the exterior of the fortress. Six goblins still lay siege to Immortalitytowers. One goblin leads his squad away from the fortress. They retreat to the north, through the evil mountain range, where the goo rains down upon them, cursing them with horrible blisters for the remainder of their lives.

[Spoiler](#) (click to show/hide)

A medium-sized humanoid driven to cruelty by its evil nature.

Her right upper arm is bruised. Her tongue is bruised. Her third finger, right hand is bruised. Her thumb, left hand is bruised. Her fourth toe, left foot is bruised. Her head is bruised. Her right lower leg is bruised. Her fourth finger, left hand is bruised. Her left lower leg is bruised. Her left upper leg is bruised. Her mouth is bruised. Her left lower arm is bruised. Her left hand is bruised. Her left foot is bruised. Her left upper arm is bruised. Her fourth finger, right hand is bruised. Her right lower arm is bruised. Her fourth toe, right foot is bruised. Her third finger, left hand is bruised. Her fifth toe, left foot is bruised. Her first finger, right hand is bruised. Her right upper leg is bruised. Her second toe, right foot is bruised. Her first finger, left hand is bruised. Her second toe, left foot is bruised. Her right foot is bruised. Her upper lip is bruised. Her upper body is bruised. Her second finger, right hand is bruised. Her second finger, left hand is bruised. Her fifth toe, right foot is bruised. Her third toe, left foot is bruised. Her lower lip is bruised. Her right hand is bruised. Her first toe, right foot is bruised. Her first toe, left foot is bruised. Her third toe, right foot is bruised. Her lower body is bruised. Her neck is bruised. Her thumb, right hand is bruised.

Her hair is extremely long. She is average in size. Her slightly wide-set red eyes are protruding. She has a high voice. She has a round chin. Her somewhat long nose is broad. Her eyebrows are extremely long. Her somewhat narrow ears are somewhat short. Her head is somewhat broad. Her hair is naroon. Her skin is jade.

That’s our parting gift.

21 Moonstone, 205

Three goblins still mill about the surface. They will be removed. I form a similar strategy to how I captured Flukenightmare. Three cage traps are placed behind the interior gate. The gate is open, and all three goblins stumble inside. All three are caught without incident.

Spoiler (click to show/hide)



Atu Bosaudbod, Goblin Swordsman
Song Songoxstrar, Goblin Hammerman
Ngebzo Smatspoamxu, Goblin Spearman
Stredoo Ukumdx Ukonsmost Vhsot, Goblin Axeman

Caged Prisoner
Caged Prisoner
Caged Prisoner
Caged Prisoner

As of today, the siege has been lifted.

4 Opal, 205

A dwarf returns to the fortress. Her body was never recovered, as it was outside the courtyard. Now that the siege is over, we can reclaim the exterior and lay her and her child to rest.

Spoiler (click to show/hide)

Besmar Nanirdatan, Ghostly Swordsdwarf has risen and is haunting the fortress!

17 Opal, 205

I don’t believe this...Migrants! Somehow they have decided to brave the deathly conditions here and attempt to make a life. Between them and a few births at the fortress, the population is now at 60 dwarves. We will thrive yet.

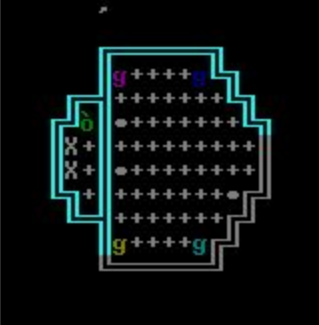
Spoiler (click to show/hide)

Some migrants have arrived, despite the danger.

19 Obsidian, 205

Four goblins reside in cages throughout the fortress. I debate for a long time what to do with them. It would be so easy to order them thrown into the volcano. They killed so many of us. Yet...A quick death seems too merciful. I form a different plan.

Spoiler (click to show/hide)



A room is dug out deep within the fortress. The goblins are placed at the four corners of the room, and each cage is connected to a lever outside the room. The room is then walled off.

Spoiler (click to show/hide)



The lever is pulled, and the four goblins escape into the room. They do not know how to remove the walls, however, and so they remains stuck in the small room.

Goblins do not eat. They do not drink. A goblin will never die of old age. And they can never get out. This fortress will fall, I have no doubt about that. Monster, sieges, perhaps even our own disagreements will leave us in ruins. However, no matter what happens, no one will ever come for these four creatures. In a hundred, in a thousand years, long after all of us are dead and gone, Flukenightmare and the others will live on, forgotten. They have no hope of escape, and no one will come to rescue them.

At least someone will find their immortality here.

1 Granite, 206

Spring has arrived. Despite the tragedy we’ve faced, our wealth increases. We may not be thriving, but we are surviving. We will live on, for now at least. We will.

Spoiler (click to show/hide)

Spring has arrived!

Created Wealth:	494791*	Population:	60		
Weapons:	31440*				
Armor and Garb:	1594*	Miners	6	Deathwarves	2
Furniture:	219490*	Woodworkers	1	Axe Lords	None
Other Objects:	176298*	Stoneworkers	5	Swordsdwarves	None
Architecture:	26937*	Rangers	4	Swordmasters	None
Displayed:	18235*	Metalsmiths	1	Macedwarves	None
Held/Worn:	20797*	Jewelers	2	Mace Lords	None
		Craftsdwarves	2	Hammerdwarves	None
Imported Wealth:	113546*	Nobles/Admins	3	Hammer Lords	None
		Peasants	None	Speardwarves	None
Exported Wealth:	8848*	Dwarven Children	19	Spearmasters	None
		Fishery Workers	5	Marksdwarves	None
Food Stores:	1477	Farmers	9	Elite Mrksdwrvs	None
Meat	4	Engineers	None	Wrestlers	None
Fish	None	Trained Animals	None	Elite Wrestlers	None
Plant	499	Other Animals	40	Recruit/Others	1
Seeds	493				
Drink	326				
Other	155				

So, there's the rest of my turn. In a twist, this time the write-up was written while on pain medication, which is why all my decisions were intelligent for the turn, but the writing seems very depressing compared to what I usually do. I have not redorfed Salmeuk or Maskwolf yet, so if the next overseer could take care of that. Save is here: <http://dffd.bay12games.com/file.php?id=11137> (<http://dffd.bay12games.com/file.php?id=11137>)

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 16, 2015, 09:53:29 am**

For the record, The Halls of Mortality is also the name of Doomforests' local government.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Senshuken** on **September 16, 2015, 12:58:22 pm**

Curious, but is there a Senshuken currently up and alive? I seriously doubt it because they all tend to be military dwarves but I feel the need to ask.

If not, just dwarf a new Senshuken. We'll do a bit of a reboot since I have no idea just how many of the bastards have been and died in the history of Immortalitytower so we might as well start from the begining and get a proper Senshuken counter going. Be interesting to see how just plain Senshuken does.

Number of Senshukens that have died so far: 0.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 16, 2015, 01:13:00 pm**

Quote from: Senshuken on September 16, 2015, 12:58:22 pm

Curious, but is there a Senshuken currently up and alive? I seriously doubt it because they all tend to be military dwarves but I feel the need to ask.

If not, just dwarf a new Senshuken. We'll do a bit of a reboot since I have no idea just how many of the bastards have been and died in the history of Immortalitytower so we might as well start from the begining and get a proper Senshuken counter going. Be interesting to see how just plain Senshuken does.

Number of Senshukens that have died so far: 0.

There was Senshuken, other senshuken, new senshuken, and I *think* I dwarfed Senshuken four during my turn. If the current player is using dfhack for added useability, one can simply type u--left--q--senshuken to know how many have died so far, and keep going from there.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 16, 2015, 02:35:20 pm**

Eldin's turn then. I'd better update the alive/dead list properly, now that I think of it.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **September 16, 2015, 03:29:43 pm**

So I didn't die? Cool! So am I still generation I Techno? Or did that ogre thing kill me? :)

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 16, 2015, 03:33:58 pm**

Quote from: TechnoXan on September 16, 2015, 03:29:43 pm

So I didn't die? Cool! So am I still generation I Techno? Or did that ogre thing kill me? :)

You survived my ogre, and apparently the goblin. Your dwarf is the ultimate baller. I don't think you have all your functional limbs tho...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **September 16, 2015, 03:47:02 pm**

Okay. Searching around the net, I found this gem (<http://noobaka.deviantart.com/art/Half-Orc-Girl-50055434>) that quite accurately depicts Strodno's in-game appearance (though you might disagree with me). I especially adore those crazy eyes and enormous axe. Though, to be completely accurate it needs much more blood and dead bodies.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **AbstractTraitorHero** on **September 16, 2015, 04:55:13 pm**

Hi I think a few pages ago I asked to be dwarfed can you put me on the to be dwarfed list name of dwarf hero preferably a dwarf with eyes female becuase their descriptions are quite fun

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **September 16, 2015, 09:06:45 pm**

Quote from: Taupe on September 16, 2015, 03:33:58 pm

Quote from: TechnoXan on September 16, 2015, 03:29:43 pm

So I didn't die? Cool! So am I still generation I Techno? Or did that ogre thing kill me? :)

You survived my ogre, and apparently the goblin. Your dwarf is the ultimate baller. I don't think you have all your functional limbs tho...

Pfft! Who needs limbs? There a dime a dozen, like eyes! :P

I made some historical research (zero findings) and fiddled with dfhack to get some info... Without further ado:

Spoiler: As for goblins... (click to show/hide)

Atu let out sting of death curses and tried to slash at the cage bars - to no avail. In spite of being wooden, they were thicker than her leg and damn cage had no place for taking a proper swing at all. Dwarf that was hauling her somewhere shook the cage while shouting some words in a low, angry voice. Something along the lines of 'stay silent, else I'll turn damn cage upside down', no surprise here.

Atu was pretty sure that she would be dumped into a pond full of cave crocodiles or into magma pipe and prepared to take a last dash for freedom, but dwarf simply put the cage in the corner of a large, finely-smoothed chamber and left, grumbling under his breath.

Not really wanting to take chances - of all she knew, her captors could be preparing to flood this room - Atu gnawed on wooden bars, trying hard to suppress the pain. After two minutes of work, blooded wood showed signs of her frenzied gnawing, but it would need much more to fall apart... Actually, too much for her sore teeth. Then, her eyes fell on an iron longsword she still hold in the right hand.

"God-fucking-forgotten-dammit!!!"

"Che. You're too noisy."

"Who is here?! Show yourself!"

"Oh, and dumb. Atu, use you brain. Though it seems you don't have one..."

"Strodno! You little..."

A conversation was cut short as another cage with grim-looking Ngebzo was situated across the room.

"Ngebzo, you too?!"

"Congratulations."

Spearman did not respond, mumbling something to himself and Atu returned to disrupted talk:

"What the hell has happened here? When gates opened all of us thought that you three got dwarves... Er... Where's Beya?"

"Dead."

"Bloodkin?.."

"Try to guess."

"So, their army subjugated you after assault failed?"

"Eh? No, nothing like that. Seriously, I killed their whole military and hunted civilians for three hours straight."

"... And then?"

"I got bored."

"What?!"

A fourth cage, with Song tightly clutching her warhammer, was put into the last corner. Dwarves - now three of them - started arguing between themselves, but soon left. And Strodno continued, as if nothing happened:

"So, as I was killing civilians right and left, I got tired and walked right into the trap..."

"Pathetic!"

"Let me check if you're saying this from behind the bars?"

Atu growled and punched the unmoving cage several times. Then, she had an idea.

"Lord Utes army would save us, right?"

While Strondno only gave an amused chuckle, Song signed and cited in high-pitched voice:

"There's no room for mercy in this world!"

Ngebzo coughed and agreed:

"Do not serve blindly. All know that Utes Bonenightmares the Beloved Polish only cares for his underlings as long as he needs them."

"For all we know, he can leave us in cages for his own amusement..."

Atu grew silent, trying to process new information. She never gave a second thought about this.

With a sound click, hidden mechanisms unlocked the cages and let goblins free. Atu smashed the bars aside and rushed back to the entrance to repay dwarves for humiliation - only to find a smooth wall in her way.

"What?!"

Ngebzo came closer and thrusted his spear several times into the wall, chipping small bits of stone.

"Figures. They don't have enough manpower to deal with us. And no pet cave crocodiles, either. They settled upon best way of containing us."

"And so, we're doomed."

Song was optimistic, as always. But her statement wasn't far from truth.

"All right. We have four cages, some stone, useless mechanisms, a dwarven arm - thanks, Song - several dice and my collection of dwarven teeth. Everything right?"

Strondo naturally took a position of leader, not only as a best warrior and dwarf killer, but also as an only capable candidate. She was patient and level-headed, in strike comparison to ambitious Atu. Who also could not complain of being the best thinker around. Ngebzo, on other hand, was quite smart, yet this came with inability to focus and sub-par fighting skills. Song, the youngest of four, was out of question with her attitude and inability to properly swing her own hammer.

"Good. Then I suggest we play a few rounds of dice before building beds from the cages..."

"Stakes?" - Ngebzo livened up.

"Beds?" - said Atu with unhidden disgust.

"Sleep on the floor, dimwit. As for stakes - teeth, obviously. And we have all walls in this room to keep tabs on debts."

"Sounds good."

"Song, you're in?"

"Y-yeah..."

"Gimme the dice! And let the gods curse your throws!"

Two dwarves stood outside, listening to the muffled guttural cries.

"Bet they're panicking now."

A clash of metal could be heard.

"Or killing each other... It was a great decision to put statues of our military commanders here, so that we would not forget."

Architect nodded, proudly observing his work.

"This wall will hold out until the dawn of times. Every crack inside is checked and smoothened. They have no means of escape."

"Good. Very good. How about a drink?"

"Aye, my pleasure."

I imagine the four goblins are going to end up becoming our Statler and Waldorf of this place if it survives long enough.

This fort is fucking AWESOME! Request to be Dorfed with the name The Hammer. I'll probably wind up in the military at some point anyway, so by all means just stick me there. Preferably male if it's doable, and if hammers are a thing in this fort, by all means give me one.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 18, 2015, 12:05:25 am**

Quote from: Urist McVoyager on September 17, 2015, 10:56:26 pm

This fort is fucking AWESOME! Request to be Dorfed with the name The Hammer. I'll probably wind up in the military at some point anyway, so by all means just stick me there. Preferably male if it's doable, and if hammers are a thing in this fort, by all means give me one.

I can absolutely positively promise you that there are no hammer dwarves right now. You see, the fortress has gone through some reorganization recently. Nothing major, only what happens when you have a 92% mortality rate in one battle. Hammer dwarves didn't uhh...make the cut to be part of the new and improved military.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Urist McVoyager** on **September 18, 2015, 06:55:52 am**

Then Dorf me with a name appropriate to my weapon. Probably The Spear or some such. :P

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Eldin00** on **September 19, 2015, 12:19:03 am**

I got a message that it's my turn here. I'll try to get to it this weekend.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 20, 2015, 01:40:34 pm**

Immortalitytower's census should be up to date now. The following need to be dwarfed/redwarfed:

- EoyaBosan
- AbstractTraitorHero
- Urist McVoyager
- Askarn
- Iamblichos
- Senshuken
- Maskwolf
- Cherryheart
- Fperson
- Ampersand
- Salmeuk

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **megahelmet** on **September 20, 2015, 02:09:09 pm**

Could you add me to the dorf list as well? And tack me on for a turn. I'm hopeful it will last that long :P

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **September 20, 2015, 02:35:26 pm**

Quote from: Deus Asmoth on September 20, 2015, 01:40:34 pm

Immortalitytower's census should be up to date now. The following need to be dwarfed/redwarfed:

- EoyaBosan
- AbstractTraitorHero
- Urist McVoyager
- Askarn
- Iamblichos
- Senshuken
- Maskwolf
- Cherryheart
- Fperson
- Ampersand
- Salmeuk

Dang! That's a lot of deaths! :P

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **September 20, 2015, 03:00:07 pm**

Redorf as military and a turn are in order. This turns very good...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 20, 2015, 04:24:53 pm**

Quote from: megahelmet on September 20, 2015, 02:09:09 pm

Could you add me to the dorf list as well? And tack me on for a turn. I'm hopeful it will last that long :P

Added to the turn list, your dwarf's profile is here:
[Spoiler](#) (click to show/hide)

‘Megahelmet’ Iridzefon, “‘Megahelmet’ Rhythmicfountain”, Potter

"Be merry!"

Within the last season, he didn’t feel anything after seeing a wombat die. He didn’t feel anything after seeing a wild boar sow die. He didn’t feel anything after seeing a wild boar sow die. He felt **pleasure** near a fine Door. He felt **pleasure** near his own fine Cabinet. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He felt **pleasure** near his own fine Container. He felt **pleasure** near his own fine Bed. He felt **pleasure** near his own fine Door. He was **blissful** after sleeping in a very good bedroom. He was **blissful** dining in a legendary dining room. He felt **pleasure** near a fine Cage. He felt **satisfied** at work. He felt **satisfied** after producing a masterwork. He felt **pleasure** near a fine Furnace. He was **blissful** after sleeping in a good bedroom. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He is married to Uucar Forestink and has one child: Rintar Diamondmuted. He is the son of Múthkat Bridleclasp and Onul Deathringed. He is a citizen of the Old Net. He is a member of the Helmed Arena. He is a former member of the Furnace of Passages. He is a former member of The Armory of Panthers. He arrived at R2othurdin on the 17th of Granite in the year 204. He is twenty-two years old, born on the 4th of Limestone in the year 184. He is fat. His eyes are ochre. His sideburns are clean-shaven. His medium-length moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His ears are somewhat narrow. His nose is somewhat narrow. His hair is pale brown. His skin is raw umber. His nose bridge is slightly convex. He is indefatigable and tough. ‘Megahelmet’ Iridzefon likes claystone, sterling silver, green jade, crystal glass, flax plant fiber fabric, the color maroon, bucklers, earrings and creeping eyes for their unnerving stare. When possible, he prefers to consume parsnip wine. He absolutely detests flies. He has an iron will, an amazing memory, a very good sense of empathy and a good intellect, but he has very little patience and very little linguistic ability. Like others in his culture, he holds crafts-dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally values eloquence, sees sacrifice as wasteful and foolish and values self-control. He dreams of mastering a skill, and this dream was realized. He can be very happy and optimistic. He does not generally seek retribution for past wrongs. He is very quick to anger. He is moved by art and natural beauty, and he is troubled by this since he dislikes the natural world. He tends to assume the worst of two outcomes will be the one that comes to pass. He finds obligations confining, though he is conflicted by this for more than one reason. He is quick to form negative views about things. He is pleased by his own appearance and talents. He tends to make a small mess with his own possessions. He likes a little excitement now and then. He is somewhat uncomfortable around those that appear unusual or live differently from himself. He occasionally overindulges, and he is troubled by this because he values self-control. He has a greedy streak. He exhales slowly and deliberately when he starts getting bored. He often touches others during conversations when he’s nervous. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Quote from: TechnoXan on September 20, 2015, 02:35:26 pm

Quote from: Deus Asmoth on September 20, 2015, 01:40:34 pm

Immortalitytower's census should be up to dte now. The following need to be dwarfed/redwarfed:

- EoyaBosan
- AbstractTraitorHero
- Urist McVoyager
- Askarn
- Iamblichos
- Senshuken
- Maskwolf
- Cherryheart
- Fperson
- Ampersand
- Salmeuk

Dang! That's a lot of deaths! :P

Even more when you consider that a fair few are on their third or fourth dwarf already :o

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Urist McVoyager** on **September 20, 2015, 07:30:42 pm**

New name of the Fort: Lifesink. You come here to live, you stay here because you're dead.

MUAHAHAHAHAHAHA.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 20, 2015, 07:33:21 pm**

Quote from: Urist McVoyager on September 20, 2015, 07:30:42 pm

New name of the Fort: Lifesink. You come here to live, you stay here because you're dead.

MUAHAHAHAHAHAHA.

We could solve the later with either a river or a necromancer tho.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Urist McVoyager** on **September 20, 2015, 08:01:59 pm**

The ghost will spawn, or you'll use a slab, which probably acts as a soul jar to keep the ghost inside. Either way, you'll still be there.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 20, 2015, 10:49:35 pm**

I've done some research, and found some statistics for you guys.

As of the end of my turn:

- 197 Total Creatures have died in the fortress
- 97 of those were dwarves, just over half of the total
- 11 of the dwarven deaths were only babies, as nearly the entire military was composed of new mothers
- 26 pets (animals with the "tame" tag) are now dead

Additionally, the following named dwarves have died:

- Salmeuk
- Ampersand
- Senshuken
- Other Senshuken
- New Senshuken
- Cherrry Heart
- Maskwolf
- Taupe
- Taupe II
- Taupe III
- Fperson1
- Sarrak
- TheCheeseMaker
- TheCheeseMaker II
- Iamblichos
- Erush Cactuspage
- Arkan Cactuspage
- Arkan Cactuspage II
- Astesh Cactuspage
- Fikod Cactuspage

The only member of the starting seven who is still alive is Asmoth.

To put this in perspective, one of my personal fortresses recently finished my tenth. I messed with its worldgen parameters so it would get attacked by megabeasts extra frequently, and so it was attacked by a dragon and a titan very early on, in addition to a myriad of forgotten beasts. To make things extra fun, I decided that the military would get no armor other than a wooden shield.

As of the time of this writing, a grand total of one dwarf has died. One.

More "TheCheeseMakers" have died in Immortalitytower than the entirety of the dwarves of that fortress, and the scariest thing we've faced here is a blind cave ogre.

And you know what the best part is?

It's only been four years since the fortress was founded.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 20, 2015, 11:18:07 pm**

After Asmoth, our overseers were in that order: a blind retard, a ghost, and a dog. Maybe we can improve the fort's life quality by overhauling the leadership selection process...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Sarrak** on **September 21, 2015, 03:20:04 am**

Quote from: Taupe on September 20, 2015, 11:18:07 pm

After Asmoth, our overseers were in that order: a blind retard, a ghost, and a dog. Maybe we can improve the fort's life quality by overhauling the leadership selection process...

No can do. If we try to improve, next one undoubtedly would be guest mad necromancer, paralyzed vampire or local goblin resident.

Just to say, this fortress must hold the record of the most successful one-goblin rampage. I've seen some badass goblins, yet they rarely took more than ten dwarves before being trapped/killed in combat. Here, in (1m)mortalitytower? You can guess.

It was impossible even *intentionally*!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Vortex** on **September 21, 2015, 10:38:37 am**

There's some irony both in the mention of local goblin resident and the fact that you did so in reply to Taupe. :)

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **megahelmet** on **September 24, 2015, 09:04:26 am**

Introduction: Megahelmet
Spoiler (click to show/hide)

'Megahelmet' Iridzefon, "'Megahelmet' Rhythmicfountain", Potter

"Be merry!"

Within the last season, he didn't feel anything after seeing a wombat die. He didn't feel anything after seeing a wild boar sow die. He didn't feel anything after seeing a wild boar sow die. He felt **pleasure** near a fine Door. He felt **pleasure** near his own fine Cabinet. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He felt **pleasure** near his own fine Container. He felt **pleasure** near his own fine Bed. He felt **pleasure** near his own fine Door. He was **blissful** after sleeping in a very good bedroom. He was **blissful** dining in a legendary dining room. He felt **pleasure** near a fine Cage. He felt **satisfied** at work. He felt **satisfied** after producing a masterwork. He felt **pleasure** near a fine Furnace. He was **blissful** after sleeping in a good bedroom. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Seat. He felt **pleasure** near a fine Table. He felt **pleasure** near a fine Seat. He is married to Uucar Forestink and has one child: Rintar Diamondmuted. He is the son of Mûthkat Bridleclasp and Onul Deathringed. He is a citizen of The Old Net. He is a member of The Helmed Arena. He is a former member of The Furnace of Passages. He is a former member of The Armory of Panthers. He arrived at Azothurdin on the 17th of Granite in the year 204. He is twenty-two years old, born on the 4th of Limestone in the year 184. He is fat. His eyes are ochre. His sideburns are clean-shaven. His medium-length moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His ears are somewhat narrow. His nose is somewhat narrow. His hair is pale brown. His skin is raw umber. His nose bridge is slightly convex. He is indefatigable and tough. 'Megahelmet' Iridzefon likes claystone, sterling silver, green jade, crystal glass, flax plant fiber fabric, the color maroon, bucklers, earrings and creeping eyes for their unnerving stare. When possible, he prefers to consume parsnip wine. He absolutely detests flies. He has an iron will, an amazing memory, a very good sense of empathy and a good intellect, but he has very little patience and very little linguistic ability. Like others in his culture, he holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks. has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merry-making and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally values eloquence, sees sacrifice as wasteful and foolish and values self-control. He dreams of mastering a skill, and this dream was realized. He can be very happy and optimistic. He does not generally seek retribution for past wrongs. He is very quick to anger. He is moved by art and natural beauty, and he is troubled by this since he dislikes the natural world. He tends to assume the worst of two outcomes will be the one that comes to pass. He finds obligations confining, though he is conflicted by this for more than one reason. He is quick to form negative views about things. He is pleased by his own appearance and talents. He tends to make a small mess with his own possessions. He likes a little excitement now and then. He is somewhat uncomfortable around those that appear unusual or live differently from himself. He occasionally overindulges, and he is troubled by this because he values self-control. He has a greedy streak. He exhales slowly and deliberately when he starts getting bored. He often touches others during conversations when he's nervous. He needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

"Down the hall, left at Mason's, then second hall on the right...or was it left at the Mechanic..." you mutter quietly. As you pass the third empty corridor in a row, a glimmer of light catches your eye.

As you enter the room, you notice it's hot. Not forge hot, but still toasty. The room is rather oddly shaped, kind of like a helmet snake crossed with a kea. A growing pile of clay crafts, pots, and assorted mess spills out of galena vein. In one of the many corners you notice a kiln, tucked neatly in what must have once been a gem deposit. From the orange glow of embers, you spot something metallic and cold. Looks like a statue.

You take a closer look:

This is a black bronze statue of Megahelmet. All crafts dwarfship is of the highest quality. At his side is a massive hammer.

The name rings a vague bell. Hazily, you remember he used to be the Hammerer at some fort or the other. You notice an engraving on a nearby wall.

On the wall is an image of Megahelmet the dwarf and Uda von Sahel the dwarf in Limestone. Megahelmet is striking down Uda von Sahel. The artwork relates to the killing of the dwarf Uda von Sahel by Megahelmet in Ravenlabors in the late autumn of 197.

Now you remember! Uda von Sahel was the Duke's daughter! At six year's old she brought a bin with a candelabra to the Trade Depot. The current mayor clearly forbade such a thing! "The law will be upheld! For your crimes Uda von Sahel, you are to receive one strike." Thud. With a single blow, Megahelmet crushed in poor lass's skull. The duke was outraged. He couldn't kill him. He had followed dwarven law. Banishment was the only punishment left.

You stop your musing. You look at the statue lying on the floor. If the statue is on the floor....something must have knocked it over. You flail your trowl in a wide circle around you, checking for kobolds.

CRAAAASH! No kobolds, but you did handily smash a part a *large clay pot*.

A cold voice erupts from the silence. "Breaking any item designated for alcohol production is a crime. The law will be upheld! For your crimes, you are to receive one strike."

"Whaaaat, wait no, no no! I! Kobolds! Yes, kobolds...not me." you simper and stammer.

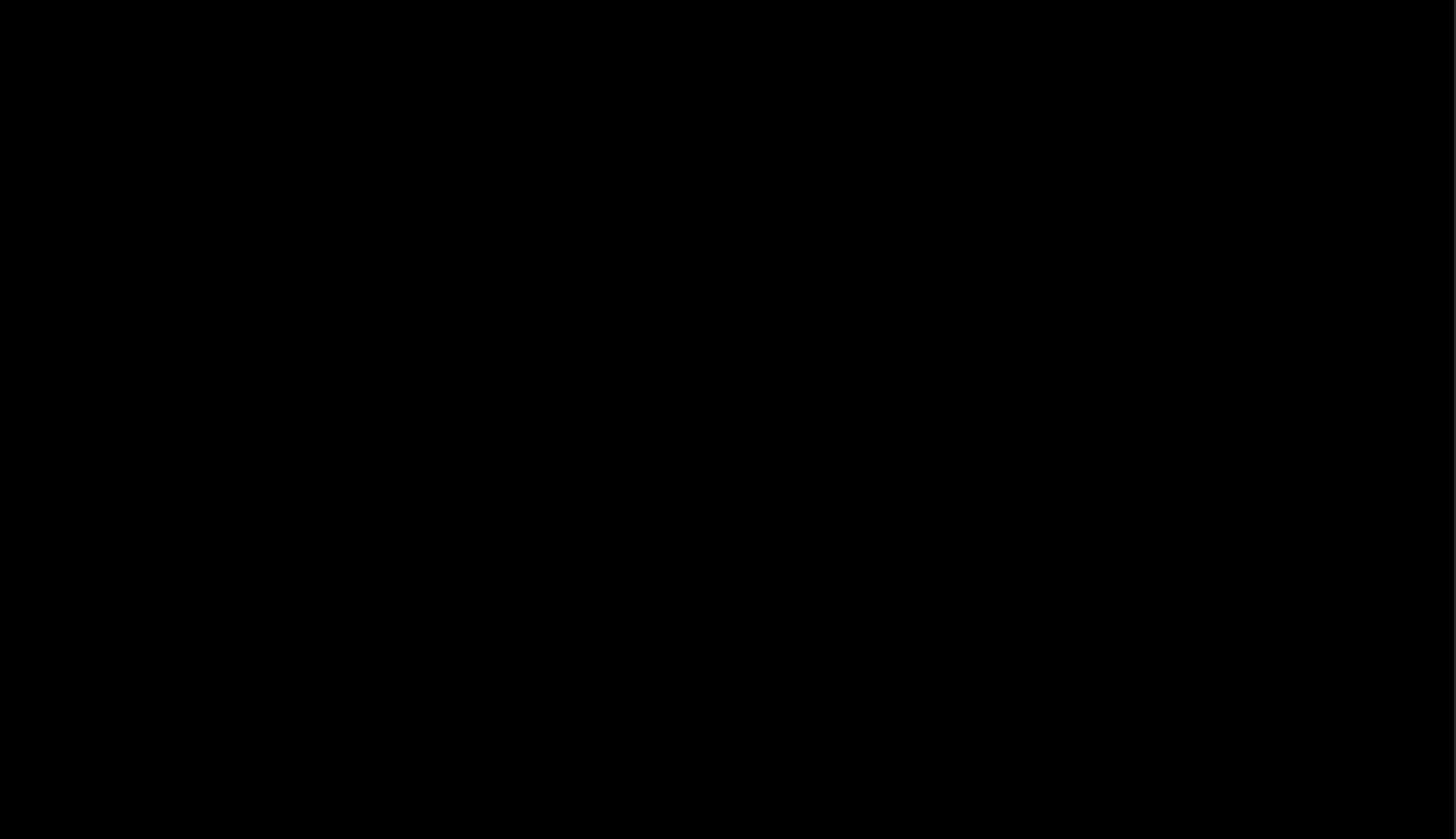
Before you stands the statue. Apparently, he was just sleeping.

"Consider yourself lucky criminal. This forsaken hell hole doesn't even have law. Primitive. There can be no strength without order." The statue--that is actually a dwarf--sighs heavily as he sits down and begins to shape a new pot.

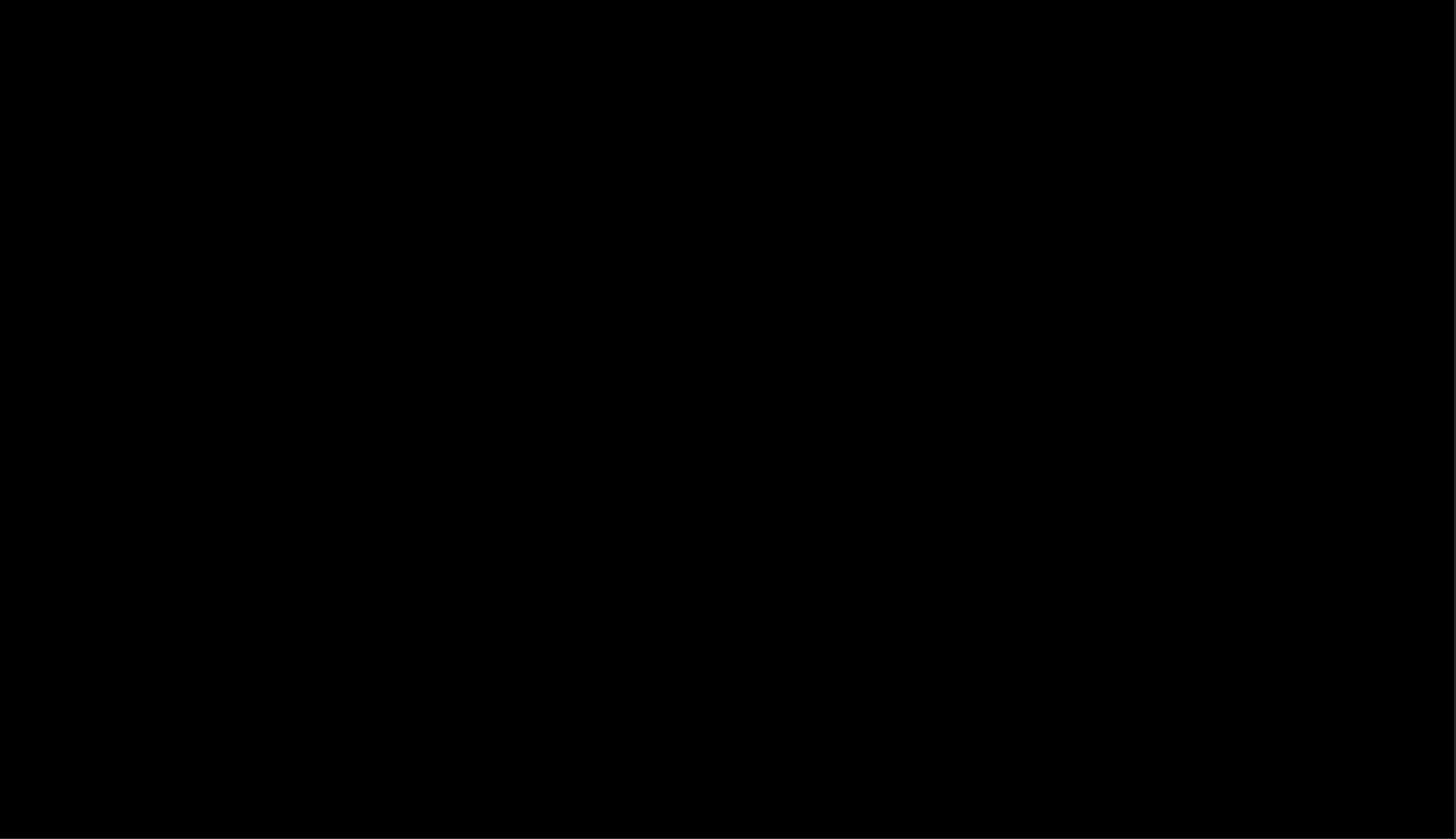
Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 24, 2015, 12:59:47 pm**

Asmoth's Journal
The stockpiles seem up to date, so I took some time off to draw a few pictures of the people around the fortress.

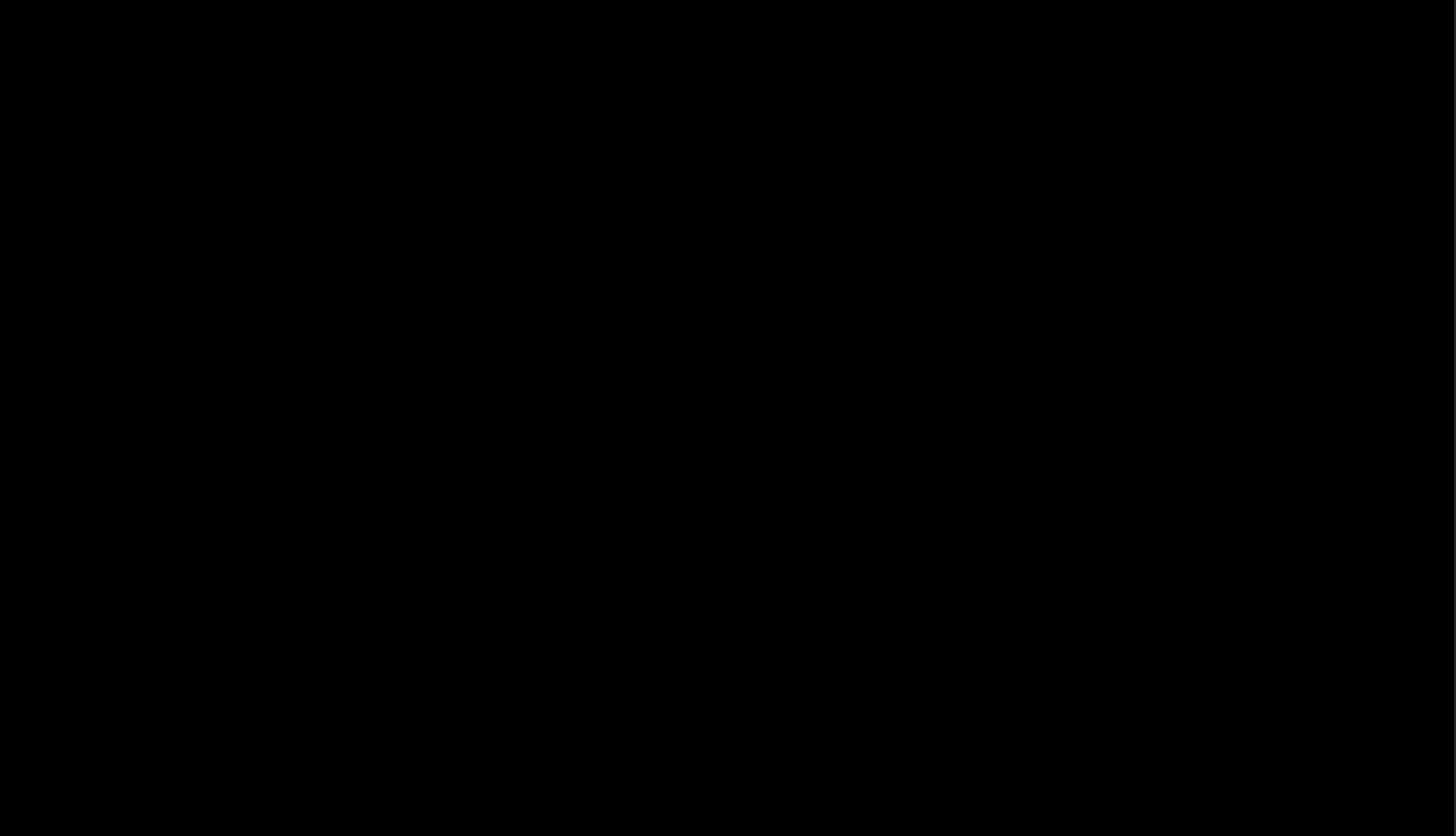
Spoiler: Self Portrait (click to show/hide)



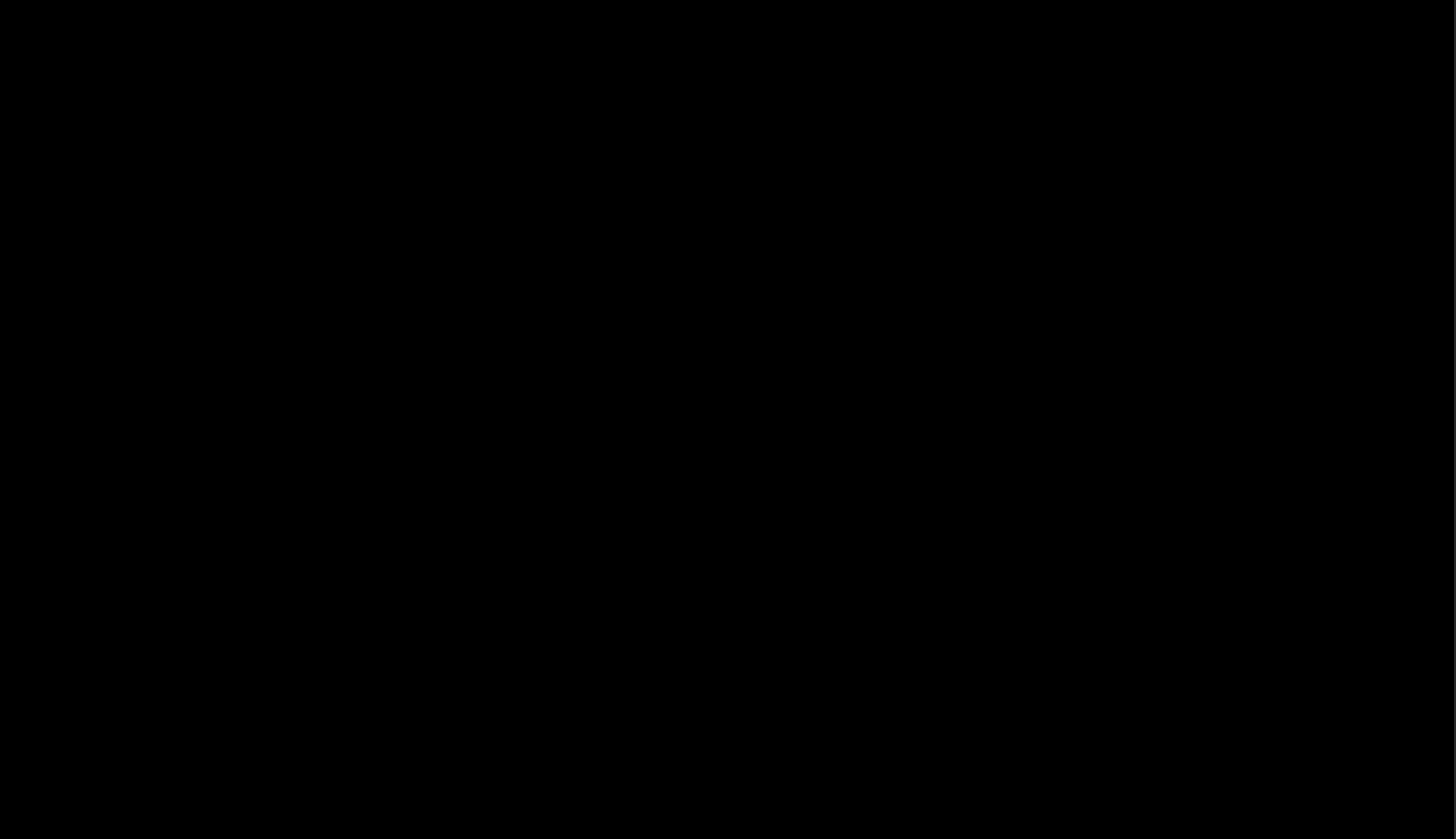
Spoiler: Xan (click to show/hide)



Spoiler: TaupeIV (click to show/hide)



Spoiler: CheeseMakerIII (click to show/hide)



Spoiler: Messiah (click to show/hide)



I think I've got a real knack for it. They look just like they do in real life.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **September 24, 2015, 01:54:15 pm**

Well played...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Gwolfski** on **September 24, 2015, 03:09:07 pm**

picturs all all black :(

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Dumbestdorf** on **September 24, 2015, 03:39:18 pm**

Quote from: Taupe on September 24, 2015, 01:54:15 pm
Well played...

Indeed.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **September 24, 2015, 06:53:54 pm**

clever dick

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **September 24, 2015, 07:27:12 pm**

I like the one of TaupeIV the best.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **faiy eyebrow** on **September 25, 2015, 12:47:15 am**

i request to be dwarfed as the most likely candidate to have a brick of garbo inbedded in their liver

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Iamblichos** on **September 25, 2015, 06:46:01 am**

My fingertips tell me they are all masterwork quality. So smooth!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 28, 2015, 02:31:25 pm**

Eldin shall be skipped, sayeth the prophets. The turn shall go to Iamblichos.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Iamblichos** on **September 28, 2015, 03:16:25 pm**

Sadly the prophets have screwed me. I am out of town and not anywhere near a computer that could run DF above a slow crawl.

I pass and request to be bumped down to the next turn.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **September 28, 2015, 03:55:26 pm**

Sure. Contacting EoyaBosan.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **EoyaBosan** on **September 28, 2015, 05:10:01 pm**

Hooray! I'd been looking forward to this.

I've had a look around the fort, and it's... interesting. Less blood/corpses/despair than I was expecting, so there's that I suppose.

Expect the first update soon!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **EoyaBosan** on **September 29, 2015, 05:54:03 pm**

Well, I've gone through and dwarfed/redwarfed, hopefully, everyone who's asked at any point in this thread. If I missed anyone please tell me! Our new friends include:

Cherry Hearts II, Mason/Architect ♂
Maskwolf II, Axedwarf ♀
Salmenk II, Axedwarf ♀
Ampersand II, Miner ♀
Senshuken IV, Swordsdwarf ♂
Iamblichos II, Crossbowdwarf ♂
Fperson II, Weaponsmith ♀
Sarrak II, Swordsdwarf ♀
Hero, Hammerdwarf ♀
HiddenLeafGuy, Armoursmith ♂
The Hammer, Hammerdwarf ♂
Arkarn Cactuspage III, Swordsdwarf ♂
Faiy Eyebrow, Mechanic/Doctor ♂
EoyaBosan, Overseer ♀

If anyone wants to see their full profile, just say so.

And without further ado, the events of Spring...

~~~~

Hello everyone! It's me, EoyaBosan. I'm going to be your overseer from today, how exciting!

Now, it has come to my attention that there is a very grave matter hanging over our fair fortress. I see it in your furtive glances from across the legendary dining hall, in the way you keep your eyes on your feet whenever you pass through tunnels near the surface, in the way you lie awake at night staring at the ceiling. Yes, it's time to address the grey capital E in the room:

Our fortress is called Immortalitytower, yet it *doesn't even have a tower*.

Fear not! My first act as overseer shall be to reopen our fortress to the surface and designate construction of a tower over the existing trade depot. Now, unless anyone has any objections...

**Zulban Nishùshrìr, Farmer cancels Store Item in Bin: Taken by mood.**  
**Zulban Nishùshrìr, Farmer is taken by a fey mood!**  
**Zulban Nishùshrìr has claimed a Crafts dwarf's Workshop.**

Unless anyone *e*lse has any objections... Well then!

Open the gates! Strike the earth! Pierce the sky! And get me a drink while you're at it!

~~~~

In other news, I've quadrupled the number of dwarves in the military, from three to twelve (one fifth of the fortress population!); three axedwarves, three swordsdwarves, two crossbowdwarves, two hammerdwarves and two pickaxedwarves - including me! This may or may not just be an excuse for me to wield the rather stylish artifact pickaxe I happened to stumble across.

This is a copper pick. All crafts dwarfship is of the highest quality. It is studded with copper, decorated with pig tail fiber and encircled with bands of oval cinnabar cabochons. This object menaces with spikes of pig tail fiber. On the item is an image of a square in pig tail fiber.

I also moved the barracks outside, resulting in twelve new layers of vomit on the doorstep. Better we be dizzy and nauseous now rather than when the goblins arrive, though.

I went looking for some sand to make windows with (what's the point of a tower if it doesn't give you vertigo, after all?) but all I found was some boring, dull grey magnetite.



The moody farmer created a nice earring. Highest quality crafts dwarfship, menaces with spikes, you know the drill by now.

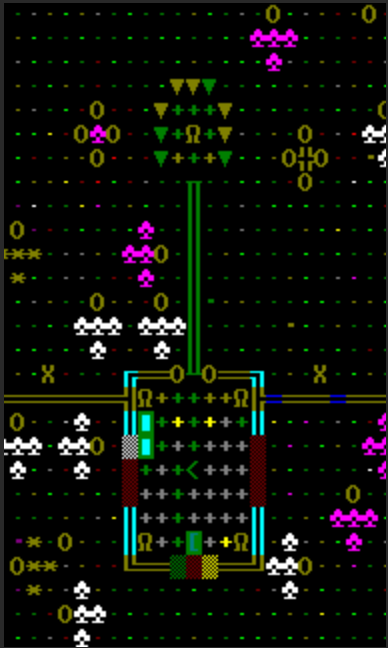
Zulban Nishùshrìr, Farmer has created Ugogtashem, a alpaca bone earring!

Military training and construction of The Tower keeps being halted due to a pair of harpies.

'Arkarn Cactuspage III' Kulalkel, Swords dwarf cancels Eat: Interrupted by Harpy.

One swooped down into the courtyard full of training military dwarves, but then uncharacteristically flew away again. I realised they were both covered from head to talon in horrid goo, and had completely lost the use of their eyes. They didn't even know we were here trying to build a tower under them; they were just flitting around in a blind Brownian motion. It was quite relaxing to watch them, actually.

The harpies moved on, and the first layer of The Tower was duly completed, complete with statues and flashy technicolour gem windows.



But then, disaster struck!

A cloud of infernal dust has drifted nearby!
Zasit Zonèrith, Leathercrafter/Brewer cancels Store Item in Stockpile: Too injured.

```
Zasit Zonèrith, Leathercrafter/Brewer
"Zasit Helmedlabors"

upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot

Dizzy
Winded
Nauseous
```

Sorry, Zasit.

~~~~~

Apologies for the uneventful update, but not a lot really happened. I'm sure it's just the calm before the storm...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **AbstractTraitorHero** on **September 29, 2015, 06:34:11 pm**

Would love to see full profile for my dwarf

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Deus Asmoth** on **September 29, 2015, 07:48:59 pm**

So is the dust still a death sentence then? I guess there's no reason it'd affect a dwarf differently to a kobold.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Taupe** on **September 29, 2015, 10:10:47 pm**

Yeah dust will kill you, unless you have hypergreat constitution, get hit by the edge of the dust, and miraculously roll away from the cloud as you fall unconscious and start breaking into bits. even then, you'd probably die.

Remember to link the backdoor staircase to the caverns, people. It will be great!



Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **AbstractTraitorHero** on **September 29, 2015, 11:36:33 pm**

Eh you could get extremly lucky or unlucky and be put in a coma happens to dwarves all the time in sucesion games

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **megahelmet** on **September 30, 2015, 05:31:20 am**

Quote from: Taupe on September 29, 2015, 10:10:47 pm

Yeah dust will kill you, unless you have hypergreat constitution, get hit by the edge of the dust, and miraculously roll away from the cloud as you fall unconscious and start breaking into bits. even then, you'd probably die.

Ah ha! So it survivable! (technically). We just need better constitution! What if all new immigrants spend a year working a scew pump. Get strong and tough. Perhaps in a few generations of dwarves they can just shrug it off.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **EoyaBosan** on **September 30, 2015, 06:07:13 pm**

Quote from: AbstractTraitorHero on September 29, 2015, 06:34:11 pm

Would love to see full profile for my dwarf

Feast your eyes! The injuries are due to exposure to horrid goo, in case you're wondering; they don't actually prevent her getting around/hitting things.

Spoiler (click to show/hide)

"An artisan, their materials and the tools to shape them!"

Within the last season, she was **dejected** when caught in the rain. She was **disgusted** when caught in freakish weather. She was **horrified** after seeing the ettin Tunur Playflier the Mauve Sports die. She **panicked** after being attacked. She was **blissful** after sleeping in a good bedroom. **She is the daughter of Imush Netclenched and Edēm Galleysrample.** She is a citizen of The Old Net. She is a member of The Helmed Arena. She is a former member of The Bones-Boot of Authoring. She is the militia captain of The Helmed Arena. She is the former militia commander of The Helmed Arena. She arrived at Azothurdim on the 19th of Hematite in the year 205. **She is fifty-four years old, born on the 28th of Obsidian in the year 152.** Her upper lip is mangled beyond recognition. Her lower lip is mangled beyond recognition. Her right eyelid is blistered. Her left eyelid is blistered. Her right cheek is mangled beyond recognition. Her left cheek is mangled beyond recognition. Her tongue is mangled beyond recognition. Her mouth is mangled beyond recognition. Her fifth toe, left foot is blistered. Her fifth toe, right foot is blistered. Her fourth toe, left foot is blistered. Her fourth toe, right foot is blistered. Her third toe, left foot is blistered. Her third toe, right foot is blistered. Her second toe, left foot is blistered. Her second toe, right foot is blistered. Her first toe, left foot is blistered. Her first toe, right foot is blistered. Her fourth finger, left hand is blistered. Her fourth finger, right hand is blistered. Her third finger, left hand is blistered. Her third finger, right hand is blistered. Her second finger, left hand is blistered. Her second finger, right hand is blistered. Her first finger, left hand is blistered. Her first finger, right hand is blistered. Her thumb, left hand is blistered. Her thumb, right hand is blistered. Her throat is mangled beyond recognition. Her nose is blistered. Her left ear is blistered. Her right ear is blistered. Her left eye is mangled beyond recognition. Her right eye is mangled beyond recognition. Her left foot is mangled beyond recognition. Her right foot is mangled beyond recognition. Her left lower leg is mangled beyond recognition. Her right lower leg is mangled beyond recognition. Her left hand is mangled beyond recognition. Her right hand is mangled beyond recognition. Her left lower arm is mangled beyond recognition. Her right lower arm is mangled beyond recognition. Her left upper arm is mangled beyond recognition. Her right upper arm is mangled beyond recognition. Her head is blistered. Her neck is blistered. Her lower body is blistered. Her upper body is blistered. She is short and fat. She has a very high-pitched voice. Her teeth are crowded. Her hair is extremely dense. Her very long hair is neatly combed. Her quite dense eyebrows are somewhat high. Her nose is somewhat short. Her nose bridge is slightly convex. Her hair is charcoal. Her skin is raw umber. Her eyes are ochre. Her eyes are slightly protruding. She is very rarely sick, but she is clumsy. **'Hero' Sosadaiāth likes rutile, brass, dendritic agate, clear glass, cat leather, vorpalswords, flutes and water buffalos for their water wallowing. When possible, she prefers to consume giant toad, pond turtle, teff beer and pig's milk. She absolutely detests moon snails.** She has very good intuition, but she has poor spatial senses. Like others in her culture, she holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. **She personally doesn't respect a society that has settled into harmony without debate and strife and thinks friendship is important. She dreams of raising a family.** She is not the type to fall in love or even develop positive feelings. She does not generally seek retribution for past wrongs. She is often sad and dejected. She does not have a great aesthetic sensitivity, and she is conflicted by this as she values artwork and its creation. She is trusting. She has a tendency to consider ideas and abstractions over practical applications. She likes to take it easy. She is brave in the face of imminent danger. She is generally quite confident of her abilities when undertaking specific ventures. She generally acts with a narrow focus on the current activity. She generally acts impartially and is rarely moved to mercy. She doesn't often experience strong cravings or urges. She doesn't seek out excitement. She is quick to form negative views about things. She can handle stress. She is quite ambitious. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

~~~~~

And now for the thrilling conclusion to yesterday's cliffhanger: will our hero Zasit overcome the dreaded infernal dust?



He is, after all, "incredibly tough" according to his profile. He tried initially to brush off the dust little more than an annoyance - though he also somehow convinced himself he was underground.

"I got caught in dust underground. How annoying!"

He is **annoyed** after choking on dust underground.

He is **incredibly tough**.

As an aside, he was only "quite durable" earlier. It seems infernal dust really toughens you up! Before it kills you, that is. And it did kill Zasit. Oh well.

It is now summer.

With the change of season comes a certain change in the ambience of the fort. A faint tension in the air, a mixture of excitement and fear, an odd conviction that their everyday life is about to change irrevocably...

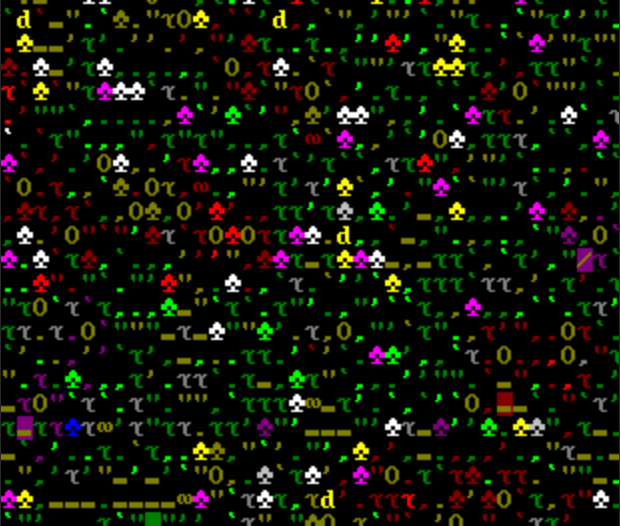
Rimtar Dorenrul, Dwarven Child is taken by a fey mood!

Never mind, false alarm; it was just a little boy having a strange mood.

Rimtar Dorenrul, Dwarven Child has created Eliséthes Kêdnathrotik, a microcline scepter!

He took a single piece of microcline and turned it into a lumpy stick. It's a very nice lumpy stick, but it's still not very useful.

My attention was drawn outside.



Dingos.

Ugh! That mustard yellow colour is just so gaudy. The ~~fashion~~ police military was immediately called out to put them in their place. Some rose to the occasion...

The Axedwarf hacks The Dingo in the upper body with her iron battle axe, tearing apart the muscle and shattering the right floating ribs! An artery has been opened by the attack! A tendon in the right floating ribs has been torn! The Dingo gives in to pain. The Dingo falls over. The Axedwarf hacks The Dingo in the head with her iron battle axe and the severed part sails off in an arc!

...and some didn't.

The Dingo scratches The Hammerdwarf in the left upper arm, lightly tapping the target! 'Hero' Sosadalâth, Hammerdwarf: I was attacked. I'm panicking! I'm panicking!

It's just as well that they managed to get some live combat practice in, because at that very moment:

The Ettin Tunur Stisträsgigin Mëbnithaned has come! A giant humanoid monster with two heads.

His name translates to "Tunur Playflier the Mauve Sports", in case you were wondering. He approaches from directly to the east, leaving barely enough time to get all the civilians inside and close the bridges.



Salmenk II bravely charges in, occupying Tunur long enough to prevent him getting into the courtyard, but laying down her own life in the process. The civilians, inside, nervously bite their nails and exercise their democratic rights.

'Asmoth' Uabôktitthal, Bureaucrat/Mayor has been re-elected.

Blind swordsdwarf Senshuken IV is brutally torn in half.

"'Senshuken IV' Blownportal is dead? Most shocking!"

Actually, given the past track record of dwarves with that particular name, it's perhaps not so very shocking.

Finally, the rest of the military arrives and dogpiles the ettin into submission.

Tunur Stisträsgigin Mëbnithaned, Ettin
"Tunur Playflier the Mauve Sports"

upper body	
lower body	Exhausted
right neck	
left neck	
right head	Extreme Pain
left head	
right upper arm	
left upper arm	
right lower arm	
left lower arm	
right hand	
left hand	
right upper leg	
left upper leg	
right lower leg	

Tunur remains conscious the entire time, kicking and screaming against the onslaught, but eventually succumbs to blood loss from his many injuries. The kill is awarded to Sarrak II.

After that, not too much happens. A farmer manages to geld a dog so hard it gets stuck on the impassable tile of a farmer's workshop...



...and another farmer spawns triplets.

Zaneg Otilvabôk, Grower has given birth to triplets.

Last but not least, a certain previous overseer's project to copulate with the world has been reopened. For those of you who have forgotten, the plan is to create an enormous shaft/tunnel connecting every cavern layer and emerging on the surface in the middle of the horrid goo. This would, naturally, encourage greater intercourse with the underground realms and their rich cultures. What fun!

~~~~

Finally, some carnage! And another dead Senshuken. It just isn't Immortalitytower without a few dead Senshukens.

Unless anyone objects, I'll redwarf the late Salmenk and Senshuken at the beginning of the next turn. Perhaps Senshuken can have a nice, safe, relaxing job as an engraver for once. Alternatively, there's an unnamed blind crossbowdwarf who's practically begging for a violent death...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Taupe** on **September 30, 2015, 06:14:58 pm**

We probably want to grab a few stone blocks and start creating a flooring perimeter around the walls. Adding tiles in the trade depot building too. It's probably a good idea to avoid tree-related crashes down the line if we can. That's a job quickly done given the size of our modest outdoor facilities at the moment. It's one of the simplest things our blind haulers can do anyway.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **TechnoXan** on **September 30, 2015, 08:54:05 pm**

Yay! Towers! We should totally make that my-I mean our penthouse sweet. Maybe with catapults? :P

PS, do I have any relatives?

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **EoyaBosan** on **October 01, 2015, 04:31:57 pm**

Quote from: TechnoXan on September 30, 2015, 08:54:05 pm

Yay! Towers! We should totally make that my-I mean our penthouse sweet. Maybe with catapults? :P

PS, do I have any relatives?

By popular demand, catapults will be added to the tower, just as soon as things quieten down a little...

I'm sorry to say your wife, father and little sister are dead. At least your pet peacock is still fine.

|                                                  |                      |
|--------------------------------------------------|----------------------|
| Fath Kadôlstîgil, Recruit                        | Wife                 |
| Dodók Zanegûz, Butcher/Metalcrafter              | Mother               |
| `Senshuken IU' Etesmistêm, Swordsdwarf           | Father               |
| Uabôk Kes kalkûbuk                               | Paternal Grandmother |
| Adil Ducimadil                                   | Paternal Grandfather |
| Udil Uabôkèrith                                  | Maternal Grandmother |
| Tulon Sanreb dumat, Farmer                       | Younger Sister       |
| Kosoth Uthmikoddon, Dwarven Child                | Younger Sister       |
| Etur Bungekzasit                                 | Maternal Grandfather |
| `Iamblichos' Lorhamnîl, Traumatized              | Aunt                 |
| Thîkut Zonnôrul                                  | Aunt                 |
| Lokum Kûbuklotol                                 | Aunt                 |
| Kivish Bimmatul                                  | Aunt                 |
| Tirist Oddommis                                  | Aunt                 |
| `TheCheeseMaker' Godenfash, Obvious Draft Target | Uncle                |
| Uvash Bavastgusil                                | Uncle                |
| Uzol Alâthsalul                                  | Uncle                |
| Obok Endokalis                                   | Uncle                |
| Deler Uûshoslan, Armoursmith                     | Uncle                |
| Ingish Zirilkol, Carpenter                       | Uncle                |
| Cog Limulnîl                                     | Uncle                |
| Goden Stukosang                                  | Cousin               |
| Rith Asobisthar                                  | Cousin               |
| Olon ònulkulet                                   | Cousin               |
| Zulban Logemfikuk                                | Cousin               |
| Athel Oslangeb                                   | Cousin               |
| Catten Govosdodók, Dwarven Child                 | Cousin               |
| Led Lôrto mus                                    | Cousin               |
| Rigôth Avuzberdan                                | Cousin               |
| Ilral Avédônul                                   | Cousin               |
| Mebzuth ân kulet, Blue Peacock <Tame>            | Pet                  |

~~~~

Autumn has come.

Project Fornicate with the World is complete! There is now a vertical shaft running down the fortress, connecting to all three caverns, the surface and the fortress, with each entrance separable by a raising bridge. No longer will the poor creatures of the caverns be deprived of the opportunity of rolling around in horrid goo until their eyes rot out of their heads.

During construction, however, a shocking discovery was made...



<<draltha leather trousers>>
<<cave spider silk dress>>
<<cave spider silk robe>>
<<alpaca wool cloak>>
<<pig tail fiber cap>>
<<pig tail fiber hood>>
<<impala leather left glove>>
<<giant cave spider silk left mitten>>
<<impala leather right glove>>
<<giant cave spider silk right mitten>>
<<giant cave spider silk sock>>
<<pig tail fiber shoe>>
<<giant cave spider silk sock>>
<<pig tail fiber shoe>>
<'Flame' Avuzudist's partial skeleton>
Muddy Dense Floor fungus
A pile of mud

What's shocking about this is that Flame Avuzudist is alive and well, currently a member of the military.

'rrkarn Cactuspage III' Rakalkei, Swordsdwarf	Individual Combat Drill
'Sarrak II' Rakustrilbet, Swordsdwarf	Individual Combat Drill/Resting
'Flame' Avuzudist, Pickaxedwarf	Drink
'Udil Cactuspage' Dakostngotol, Dwarven Child	Sleep
Catten Goucsdodok, Dwarven Child	Attend Pantu

Given the number of dwarves in this fortress sharing the names of certain other dead dwarves (but with incremental roman numerals), I figured this was a simple error in naming and that the Flame in the military was actually, properly speaking, Flame II. But this doesn't seem to be the case. For one thing, unlike the other dwarves with the same first name, they also share the last name.

More curiously still, despite his corpse being right there in the cavern, Flame does not appear in the list of dead units, nor in the list of dwarves available to be memorialised - even dwarves who are only missing (their body hasn't been found) can be memorialised, but not Flame. It's not at all obvious how he died either: he's skeletonised, so it was clearly a while ago; there's no blood near the corpse (as it's in the caverns, blood would remain there indefinitely), and the body isn't mangled or missing any parts, strongly suggesting a non-violent death.

If Flame Avuzudist is alive, then whose is this corpse in the cavern and why is it identified as his? And if Flame Avuzudist is dead, then *who or what is that thing bearing his name currently in the military?*

The outpost liaison Ingish Al&thhisul from Egarkib has arrived.
A caravan from Egarkib has arrived.

Never mind, the mystery will have to be solved later; there's trading to be done!

I found we have a small fortune in earthenware trinkets lying around, so I went ahead and sold every one of them that I could get to the depot in time, simultaneously fleecing the merchants of every last scrap of steel, to be melted down and repurposed. Here's a before and after:

Egarkib, "The Old Net", Dwarven	
Imports from Azothurdim:	8848*
Offerings from Azothurdim:	None

Egarkib, "The Old Net", Dwarven	
Imports from Azothurdim:	34960*
Offerings from Azothurdim:	5833*

Hopefully flaunting that sort of wealth will attract us a few more migrants. Also possibly goblins, megabeasts and such, but let's not worry about that.

Despite my elation at the successful trading, something about the Flame business still troubled me. He seemed awfully shifty all of a sudden, as though he were hiding something...

'Flame' Avuzudist, Pickaxedwarf
"Flame" Minedpleated"
Peculiarly secretive..., ♂

Strange Mood
Professional Miner
Competent Mason (Rusty)
Dabbling Tanner
Adequate Brewer (Rusty)
Adequate Thresher (Rusty)
Skilled Grower
Dabbling Organizer

Perhaps it's just my imagination.

The Forgotten Beast Snang Spos Gened has come! A huge dove with external ribs. It has a pair of long antennae and it has a bloated body. Beware its noxious secretions!

Speaking of which, I rather wish *that* was just my imagination! Snang emerged from the first cavern, and set about gleefully murdering the dralthas nearby. With a few quick lever pullings, PFTW opened up a path for her from the first cavern to the surface, to introduce her to the horrid goo and infernal dust.

Snang had other plans, however. I had earlier begun extending the well shaft upwards to construct another well nearer the surface, as many dwarves had to travel down about sixty z-levels and back to wash all the pus from their horrid goo-induced blisters (and believe me, there was a lot of pus to wash off). Snang found a way through a hole in the cavern ceiling into the well shaft and from there, through a temporary access tunnel, into the lower fortress.



I desperately tried to block off the staircase from the residential layer downwards, at the same time ordering the military into position should the blockade fail.

Dammit, where the hell is Flame when we need him?

Mason's Workshop
This building has
been claimed by
'Flame' Avuzudist, Pickaxedwarf.

'Flame' Avuzudist works
secretly...

Right now, the only thing keeping Snong from the fortress proper is two flimsy stone doors.



Will the doors stall Snang long enough to block off the stairwell from above? If not, will the military be able to take her down? What is Flame's secret? And how long will the new Senshuken last before dying horribly? Only time will tell!

~~~~

You know what? The dead Flame thing is genuinely really unsettling me - especially how, almost immediately after I noticed, he fell into a secretive mood. I know community forts often become quite convoluted and difficult to understand, but this is the first fortress I've seen actually violate time and space just to mess with the overseer's head.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **TheFlame52** on **October 01, 2015, 04:57:09 pm**

heheuehueheehheheehhheuuueheheee

But seriously, I laughed a bit. Now here's hoping I live to finish my artifact!

EDIT: What happens if I see my own corpse? Do I become horrified that I died?

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Taupe** on **October 01, 2015, 05:16:51 pm**

Hey it's that corridor again. It worked wonderfully at repelling ogres in the past. I'm sure it will be as successful against giant doves from hell.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **TheBiggerFish** on **October 01, 2015, 05:36:19 pm**

That corpse...Is CARPING WEIRD.  
It's like the premise...IS SECRETLY REAL.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **TheFlame52** on **October 01, 2015, 06:26:37 pm**

Do I have another turn? Gimme another turn.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Deus Asmoth** on **October 01, 2015, 07:26:47 pm**

Considering how bad our luck has been with poisonous liquids so far, I vote that we leave this beast well alone.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Taupe** on **October 01, 2015, 09:07:53 pm**

Quote from: Deus Asmoth on October 01, 2015, 07:26:47 pm  
Considering how bad our luck has been with poisonous liquids so far, I vote that we leave this beast well alone.

We just need to wall off the caverns and let it wander to the surface. From then on we can observe the awesome success that is Project Fuck The World, or begin apologising profusely to every decimated migrant wave.

Plus, yaknow, we get to see exactly how long the infernal dust takes to decimate non-dwarves. We could take notes and chart the surviving times of various creatures. That way we get to claim that we're scientists, not just psychopaths.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Urist McVoyager** on **October 01, 2015, 09:11:16 pm**

Science is always important. But it needs more flaming cats. Can't we build bridge-based catapults and fling flaming cats at the dust and goo?

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Sarrak** on **October 02, 2015, 12:03:36 am**

Quote from: Urist McVoyager on October 01, 2015, 09:11:16 pm  
Science is always important. But it needs more flaming cats. Can't we build a bridge-based catapults and fling flaming cats at the dust and goo?

Can I borrow this for my sig? !!Cat!! science with catapults is awesomely dwarven!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **EoyaBosan** on **October 02, 2015, 06:06:23 pm**

Thanks to an act of divine intervention (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=4814>), Snong was, mercifully, unable to destroy the doors, and the stairwell was successfully blocked off. However, this came at a price: she would now remain where she was, refusing to give up breaking down the doors, until someone/something went and disturbed her - also meaning she would never find her way through PFTW to the surface (and horrid goo).

At that moment, upstairs, a certain enigmatic dwarf made a dramatic announcement:

'Flame' Avuzudist, Pickaxedwarf has created Egastcuggán, a native gold weapon rack!

This is a native gold weapon rack. All crafts dwarfship is of the highest quality. It is encrusted with rectangular native gold cabochons, decorated with raccoon leather, persimmon wood and dingo bone and encircled with bands of horse bone. This object menaces with spikes of llama wool. On the item is an image of Litast Glazewiped the dwarf in obsidian. Litast Glazewiped is in a fetal position. The artwork relates to the putting to rest of the dwarf Litast Glazewiped in Immortalitytower in the midautumn of 204. On the item is an image of dwarves in obsidian. The dwarves are traveling. The artwork relates to the foundation of Immortalitytower by The Helmed Arena of The Old Net in the early spring of 202. On the item is an image of a backpack in ash.

Eager for any insight into the Flame mystery, I quickly set about analysing it. What could it mean? Why a weapon rack - to suggest we lack weapons? Or a more metaphorical, abstract lack of defences? Why the two images of "putting to rest" a dwarf and the founding of our fortress? Is it trying to say our fortress will be put to rest soon? How ridiculous - when the fortress is going from strength to strength! I mean, perhaps there's a slight forgotten beast problem, but that's already being dealt with...

While preparations for Snong's demise were being made, an unexpected visitor was found outside the front gate.



No, not a rabbit, but a large rat! It wandered all the way from the cavern, through PFTW, through the horrid goo, across the mountain and into the fortress entrance just to say hello. Then it walked into a weapon trap and I had to put the poor thing out of its misery.

A gremlin! Drive it away!

It wasn't alone, however! Just behind it, a foul, malicious little creature snuck in and picked a fight with a poor innocent carpenter. Naturally, I couldn't allow this to go unpunished.

'EoyaBosan' Giginmörul, Overseer: I have a part in this. I will have my revenge.  
The Overseer stands up.  
The Overseer strikes The Gremlin in the right foot with her Tustemlogem and the severed part sails off in an arc!  
The Overseer strikes The Gremlin in the lower body with her Tustemlogem, tearing apart the muscle and tearing apart the pancreas!  
An artery has been opened by the attack!  
The Gremlin misses The Overseer!  
The Overseer strikes The Gremlin in the left lower arm with her Tustemlogem, tearing apart the muscle!  
A motor nerve has been severed!  
The Overseer strikes The Gremlin in the head with her Tustemlogem and the severed part sails off in an arc!  
'EoyaBosan' Giginmörul, Overseer: Death is all around us. This is truly horrifying.

And, before I knew it, the preparations were complete.



A firing squad, composed of selected non-blind civilian dwarves, each with a crossbow and 30 bolts, ready to turn Snong into a giant dove-shaped pincushion, just as soon as an engraver to come carve a fortification in the wall next to her. A sizeable gap was left to prevent Snong's noxious secretions reaching them, and the rest of the military was stationed just upstairs in case of disaster. What could possibly go wrong?

Well, the untrained crossbowdwarves' being unable to fire through a fortification from four tiles away, that's what. Unfortunately, there wasn't any easy way around this without creating a whole new setup. With full confidence in Immortalitytower's military, I took the brave step to simply deconstruct the door and ordered the melee military to charge in, with the crossbowdwarves hanging back just behind them.



It was highly successful. The crossbowdwarves released volley after volley of bolts, shattering bones and tearing muscles all over Snong's body. One or two blind melee dwarves had limbs torn off, but they were only flesh wounds. I was on the front line, hacking away with my legendary pickaxe, dealing blow after blow.



Snang Spos Gened, Forgotten Beast  
"Snang the Abyss of Depths"

upper body  
lower body  
neck  
head  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot  
right wing  
left wing  
tail  
right lung  
left lung

Hah! This is easy, I thought to myself. I mean, doves are such peaceful creatures, I bet this one barely even knows how to fight back. And if it was forgotten in the first place, it can't be very dangerous, now can it?

Can it?

~~~~~

Cerol Adilamas, Furnace Operator/Blacksmith * has been found dead.
Kogan Taronstâkud, Dwarven Baby has been found dead.
ônul Emuthkadol, Stonecrafter/Butcher * has been found dead.
Tun Cattenstizash, Cat (Tame) has been found dead.
'TheCheeseMaker III' Zatanletmos, Weaponsmith/Hammerer has been found dead.
Ushat Lisatlogem, Dwarven Child has been found dead.
'Faiy Eyebrow' Kúddomas, Mechanic/Doctor * has been found dead.
'Flame' Avuzudist, Ghostly Pickaxedwarf has been found dead.
'Iamblichos II' Astismedtob, Crossbowdwarf has been found dead.
'The Hammer' Dodókseng, Hammerdwarf has been found dead.
Rigòth Logemfôker, Cook/Brewer * has been found dead.
'Senshuken V' Litastustuth, Crossbowdwarf has been found dead.
Olon Tulonakir, Doctor/Architect * has been found dead.
'Maskwolf II' Idluslem, Axedwarf has been found dead.
Domas Cilobartob, Dwarven Baby has been found dead.
Zuglar Udibmusöd, Mason/Architect has been found dead.
'Ampersand II' Enamlikot, Miner/Architect has been found dead.
Doren Kadôlamost, Dwarven Baby has been found dead.
'HiddenLeafGuy' ñgizromlam, Armoursmith has been found dead.
Rimtar Dorenrul, Dwarven Child has been found dead.
ûshrîr Zudensazîr, Gem Setter/Grower has been found dead.
Deler Uúshoslan, Armoursmith has been found dead.
The Stray Cat (Tame) has been found dead.
'Megahelmet' Iridzefon, Recruit has been found dead.
Kosoth Uthmikoddom, Dwarven Child has been found dead.
'Asmoth' Uabôktitthal, Bureaucrat/Mayor has been found dead.
Kel Domassefol, Carpenter has been found dead.
Mafo! Asolbesmar, Dwarven Child has been found dead.
'Fperson II' Tulonamud, Weaponsmith has been found dead.
'Eshtan Cactuspage' Oddomgamil, Dwarven Child has been found dead.
ñgiz Olingiken, Dwarven Child has been found dead.
Catten Govosdodók, Dwarven Child has been found dead.
Uucar Potthorlikot, Engraver has been found dead.
The Stray Kitten (Tame) has been found dead.
Adil Eshtânurast, Dwarven Child has been found dead.
ûshrîr Bomreklolum, Dwarven Child has been found dead.
Sâkzul Ungôbdatan, Glassmaker/Clothier has been found dead.
Zulban Nishûshrîr, Bonecrafter/Siege Engineer has been found dead.
Datan Rigòthkesh, Dwarven Baby has been found dead.
The Stray Kitten (Tame) has been found dead.
'Udil Cactuspage' Dakostngotol, Dwarven Child has been found dead.
Môrul Pebetes, Gem Cutter has been found dead.
'Messiah' Rigòthshed, Recruit has been found dead.
'Salmenk III' Keskalilum, Axedwarf has been found dead.
Zas Tishakkûbuk, Engraver has been found dead.
'Taupe IV' Uristled, Miner/Mechanic has been found dead.
'Hero' Sosadalâth, Hammerdwarf has been found dead.
Unib Mebzuthozsit, Dwarven Child has been found dead.
Endok Emalcatten, Mason/Architect has been found dead.
Tun Shemubal, Dwarven Child has been found dead.

It was going so well, but nobody could quite strike the necessary fatal blow. She just methodically tore apart dwarf after dwarf, shrugging off her injuries and the continuing attacks. Once it was obvious the battle was lost, I set about trying to wall her off again, but she was too fast and quickly got into the residential layer, which had simply too many open corridors to make any effective blockades.

I drafted every available dwarf into an emergency squad - some even had time to make it to the weapons/armour stockpile and themselves - but they barely even scratched her. Snong was "pale" at this point, with multiple severed arteries and damage to internal organs, and I hoped she might bleed to death, but she just kept on killing. I've never seen so much blood.

Citizens (2)	Pets/Livestock (40)	Others (35)	Dead/Missing (278)
Ilral Arekunib, Dwarven Child			
Atis ãtebdatan, Dwarven Child			

Finally, we were left with just two surviving dwarves: a pair of children, taking refuge in the courtyard outside the main entrance.

You see, for all its negative reputation, Dwarf Fortress is a fair game. It always gives you a chance, if you're tenacious enough. Already, I was seeing how I could micromanage my way out of this one: really, all I had to do was hold out until the next migrant wave.

I'd get little Ilral and Atis into the food/drink stockpile upstairs by means of a temporary burrow and designating a meeting area there (children, stray animals and new migrants always path to the nearest meeting area). Then I'd lock the doors and they could survive there almost indefinitely, provided Snong either didn't notice them, or alternatively got stuck trying to deconstruct the door. If Snong did get in,

I'd burrow one in one corner as a distraction and get the other to safety. PFTW was still open, so they could in theory get to the third cavern, which has water. Food would still be a problem, as would the wildlife, but I'd deal with that when I got to it.

So yes, as I was saying, Dwarf Fortress is a fair game. It's not like the game itself actually hates you and wants t--

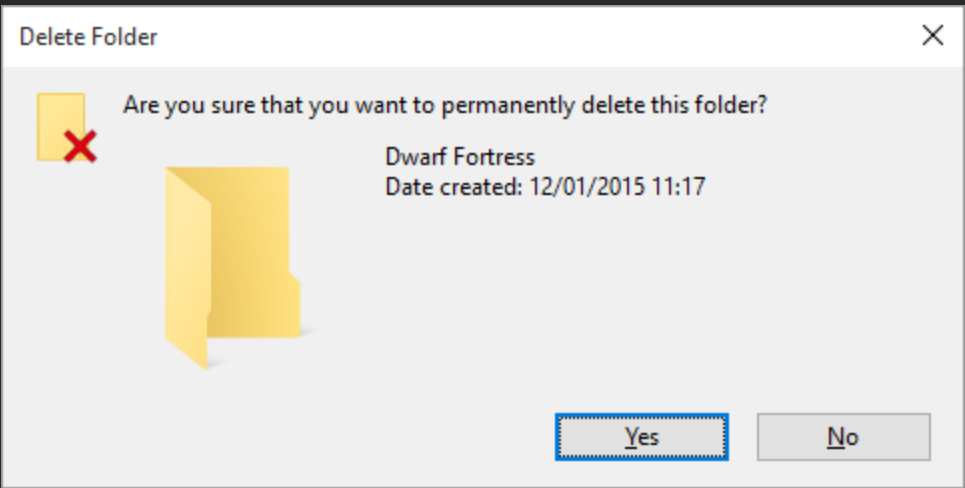
A vile force of darkness has arrived!

Dwarf Fortress Options

Return to Game
Save Game
Key Bindings
Export Local Image
Music and Sound
Succumb to the Invasion

Your strength has been broken.

Slaves to Armok: God of Blood
Chapter II: Dwarf Fortress
Histories of Jealousy and Enterprise
Continue Playing
Start Playing
Create New World!
Design New World with Advanced Parameters
Object Testing Arena
About DF
Quit
Press Enter to select an option. 8293 scroll.
Press ESC at any time for options, including key bindings.
Press ? at any time for the manual.
Programmed by Tarn Adams
Designed by Tarn and Zach Adams
Visit Bay 12 Games
www.bay12games.com
v0.40.24



<https://youtu.be/NraXvyyCYas> (<https://youtu.be/NraXvyyCYas>)

~~~~~

Gosh, I forgot how much Fun this game can be! And I didn't even have the excuse of being high on pain medication. That was just... wow. I mean, I guess it's my own fault for underestimating a forgotten beast, but I really thought twenty well armed, armoured dwarves would be enough to put it down, one way or another.

Thankfully, I happen to have a backup from just before the start of this update. I'm usually opposed to savescumming on principle, but I hope I might just be forgiven for this one...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **TheFlame52** on **October 02, 2015, 06:43:59 pm**

Shoulda played it out to the bitter end. Who knows, maybe the goblins would have killed the beast before succumbing to its poisons and you could rebuild from the ashes. It's happened to me.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Taupe** on **October 02, 2015, 08:09:28 pm**

Reclaaaaaaaim.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **AbstractTraitorHero** on **October 02, 2015, 08:17:51 pm**

Wait if you reload is my dwarf still fine actually liked the dwarf saw a lot of myself in her besides the fat part i only weigh 140 pounds

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Urist McVoyager** on **October 02, 2015, 08:39:46 pm**

Sarrak, be my guest. Just use the new edit I made to fix the typo that glared at me like the flaming red eye of Sauron.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Deus Asmoth** on **October 02, 2015, 08:51:49 pm**

So... uhm, yeah. I guess the first question is whether a reclaim is possible when the site has technically been conquered, then whether a reclaim or a do-over is the better idea. Either is fine by me, I think.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Urist McVoyager** on **October 02, 2015, 08:54:56 pm**

Either is fine, though I'm probably leaning toward do-over.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **Sarrak** on **October 03, 2015, 04:13:16 am**

Glorious. I start thinking that MortalityTower is a fortress specifically RNG-rigged for maximum deaths & disasters...

Though reclaim could be fun, I don't think we'd pull it off. So, do-over.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**  
Post by: **EoyaBosan** on **October 03, 2015, 04:42:32 pm**

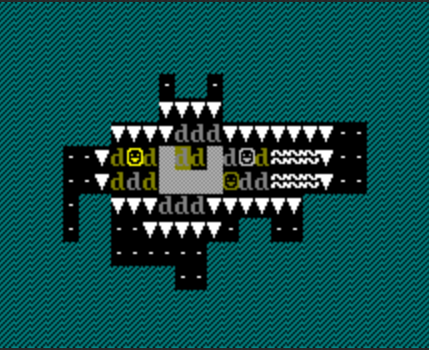
Reclaim Azothurdim  
Immortalitytower  
Ruin  
In the early spring of 202, The Helmed Arena of The Old Net founded Immortalitytower.  
In the early winter of 206, The Grim Hate defeated The Helmed Arena of The Old Net and destroyed Immortalitytower.

You have arrived. After a journey from the Mountainhomes into the forbidding wilderness beyond, your harsh trek has finally ended. Your party of seven is to make an outpost for the glory of all of Egarkib. There are almost no supplies left, but with stout labor comes sustenance. Whether by bolt, plow or hook, provide for your dwarves. You are expecting a supply caravan just before winter entombs you, but it is Spring now. Enough time to delve secure lodgings, ere the cougars get hungry. A new chapter of dwarven history begins here at this place, Azothurdim, "Immortalitytower". Strike the earth!

Well, here we are at last! The seven of us have migrated here all the way from the Mountainhomes, attracted by the legendary wealth, and because, by a bizarre coincidence, we all happen to share names with dwarves from this fortress! We thought we'd come meet them in person and see what they're like.

Citizens <7>      Pets/Livestock <34>      Others <0>      Dead/Missing <165>  
`Flame II` Mishimkûbuk, Miner/Mason  
`EoyaBosan II` Nilfarash, Overseer  
`HiddenLeafGuy II` Mörulmishos, Carpenter  
`Senshuken UI` Uzolnitig, Military  
`Megahelmet II` Dastotakmesh, Potter/Furnace Operator  
`Faiy Eyebrow II` Zatmonom, Grower/Cook  
`Asmoth II` Regrab, Mechanic/Architect/Bureaucrat

We got a little bit lost on the way, and decided to climb a mountain to get a better view. Unfortunately, the wagon broke down right at the top. I'm not sure why we decided to drive the wagon literally all the way to the peak, but it seemed like a good idea at the time.



There, to the south, we sighted the famous Tower of Immortality! Shouts of jubilation were raised, immediately followed by shouts of terror.

An ambush! Drive them out!

What is it? Kobolds?

Snang Kutsmobaspâd Spos Gened. Forgotten Beast  
"Snang Menacedcaverns the Abyss of Depths"  
upper body  
lower body  
neck  
head  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot  
right wing  
left wing  
tail  
right antenna  
tongue

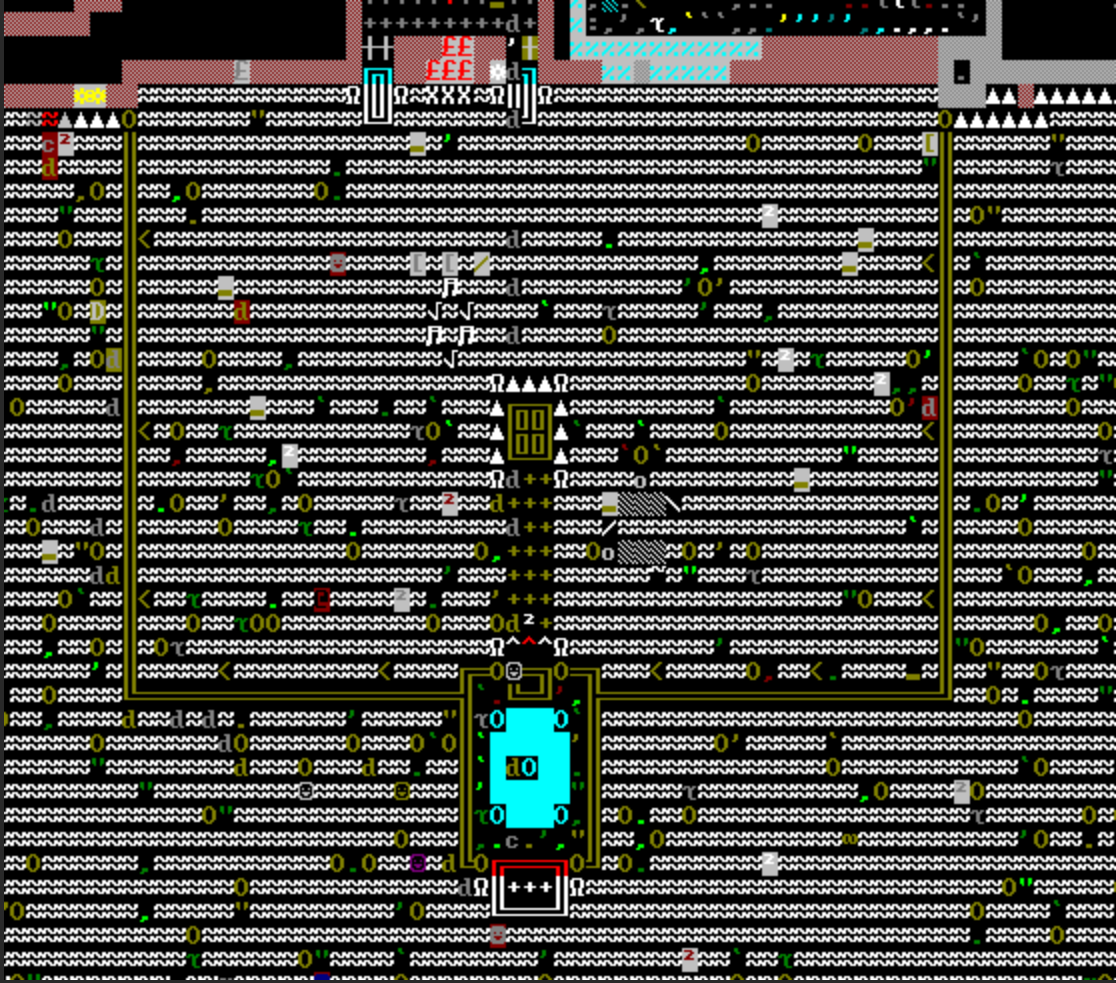
Sweet mother of Armok what the HFS is that, and how is it still alive?



A huge dove with external ribs. It has a pair of long antennae and it has a bloated body. Beware its noxious secretions!

Its right antenna bears a broken. Its head bears a massive straight scar. Its head bears a massive straight scar. Its right foot bears a very short straight scar. Its right foot bears a straight scar. Its left upper leg bears a massive straight scar. Its right upper leg bears a massive straight scar. Its left lower leg bears a massive curving scar. Its head bears a massive curving scar. Its right foot bears a very short curving scar. Its head bears a massive straight scar. Its left foot bears a tiny straight scar. Its left upper leg bears a massive straight scar. Its right foot bears a tiny curving scar. Its lower body bears a massive curving scar. Its left lower leg bears a massive straight scar. Its head bears a massive straight scar. Its right upper leg bears a massive straight scar. Its left upper leg bears a massive straight scar. Its right wing bears a massive curving scar. Its head bears a massive straight scar. Its lower body bears a massive straight scar. Its neck bears a very short straight scar. Its left wing bears a massive straight scar. Its right upper leg bears a massive straight scar. Its left upper leg bears a short straight scar. Its right lower leg bears a very short straight scar. Its upper body bears a very long curving scar. Its right wing bears a massive straight scar. Its left wing bears a short straight scar. Its left foot bears a short straight scar. Its head bears a very short straight scar. Its left upper leg bears a massive straight scar. Its upper body bears a massive straight scar. Its left wing bears a massive straight scar. Its right upper leg bears a straight scar. Its right upper leg bears a long straight scar. Its lower body bears a massive straight scar. Its left lower leg bears a massive straight scar. Its left wing bears a very long straight scar. Its lower body bears a very short straight scar. Its right upper leg bears a massive straight scar. Its right antenna bears a tiny straight scar. Its left upper leg bears a long straight scar. Its head bears a very long straight scar. Its neck bears a very short straight scar. Its right wing bears a very long straight scar. Its neck bears a tiny curving scar. Its right lower leg bears a very short curving scar. Its left foot bears a straight scar. Its left wing bears a straight scar. Its lower body bears a very long straight scar. Its tongue bears a tiny curving scar. Its lower body bears a very short straight scar. Its upper body bears a massive straight scar. Its lower body bears a tiny straight scar. Its lower body bears a very short straight scar. Its right upper leg bears a massive straight scar. Its right foot bears a short straight scar. Its head bears a massive straight scar. Its left lower leg bears a massive straight scar. Its right upper leg bears a massive straight scar. Its lower body bears a tiny straight scar. Its left wing bears a massive straight scar. Its left upper leg bears a massive curving scar. Its right foot bears a very short straight scar. Its right lower leg bears a tiny straight scar. Its right upper leg bears a tiny straight scar. Its head bears a tiny straight scar. Its left upper leg bears a massive straight scar. Its left lower leg bears a massive straight scar. Its right upper leg bears a tiny straight scar. Its left foot bears a massive straight scar. Its upper body bears a tiny straight scar. Its left upper leg bears a tiny straight scar. Its right upper leg bears a tiny straight scar. Its upper body bears a tiny curving scar. Its upper body bears a tiny straight scar. Its upper body bears a tiny straight scar. Its lower body bears a tiny straight scar. Its right upper leg bears a tiny straight scar. Its left upper leg bears a tiny straight scar. Its upper body bears a tiny straight scar. Its left upper leg bears a tiny straight scar. Its right wing bears a tiny curving scar.

Run for your lives! Run! Get inside! Lock the doors!



Thankfully, we all made it inside, thanks to the hideous abomination getting distracted chasing the stray animals we had with us. When I left the Mountainhomes with twenty drakelings they thought I was mad - well, who's laughing now?

[illegible]

Not us, that's for sure. We now found ourselves trapped inside a thoroughly ransacked fortress guarded by some hideous bird monster. Thankfully, I only had two months left of overseership before, as per dwarven tradition, I was to hand over complete control of the fortress to some other randomly selected dwarf.

The two months went by fast. We arrived without any food or drink (it all got left with the wagon) but Faiy Eyebrow II was very resourceful and managed to get a farm running. We had to survive on nothing but plump helmets and drakeling eggs, but it all worked out fine in the end. The rest of us spent almost the entire time burying corpses and engraving slabs to the appease the dead. It was hard to memorialise dwarves I didn't know, and I had to make up some of the details, but we got through about twenty or thirty of them.

Meanwhile, that creature outside got covered in purple goo.

```

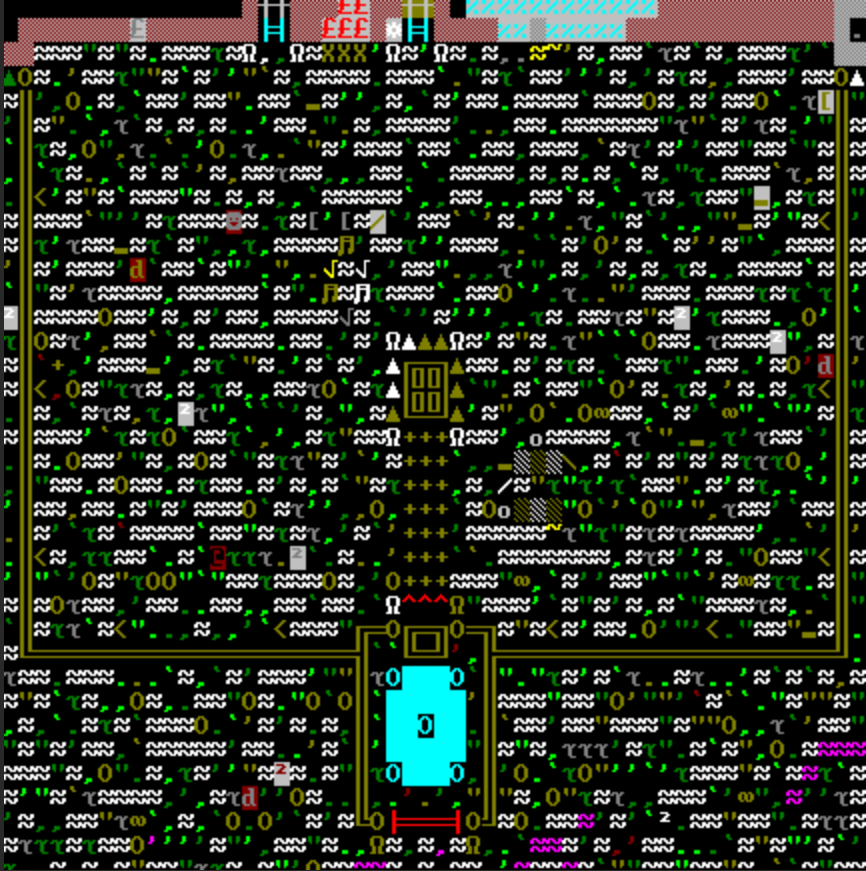
Snang Kutsmobaspâd Spos Gened, Forgotten Beast
"Snang Menacedcaverns the Abyss of Depths"

horrid goo covering (right false ribs)
horrid goo covering (throat)
horrid goo covering (beak)
horrid goo covering (left eye)
horrid goo covering (third toe, left foot)
horrid goo covering (first toe, left foot)
horrid goo covering (first toe, right foot)
horrid goo covering (right antenna)
horrid goo covering (tail)
horrid goo covering (left wing)
horrid goo covering (right foot)
horrid goo covering (left lower leg)
horrid goo covering (head)
horrid goo covering (lower body)

```

I didn't think it possible, but it actually looks even more hideous than before.

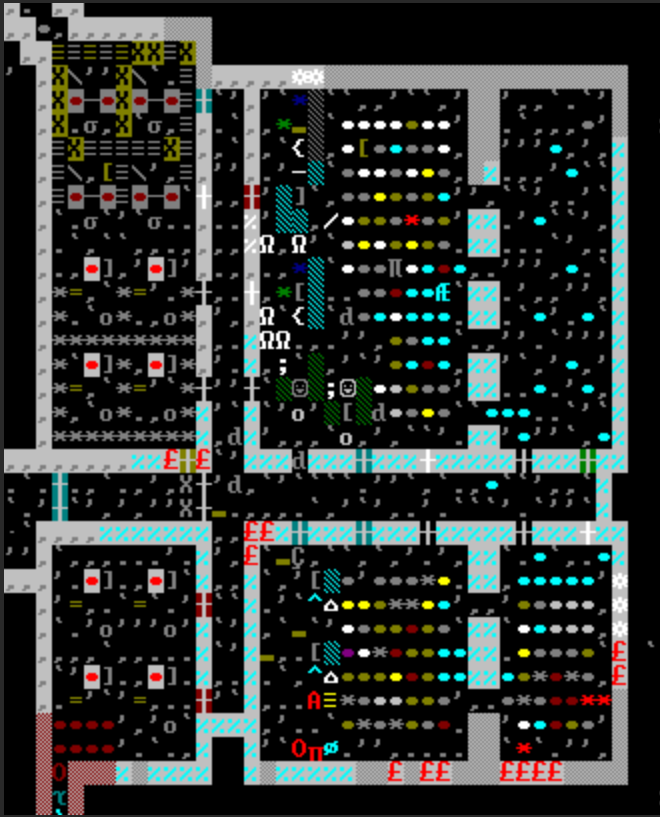




The entrance hall, with a rather fetching pattern inlaid in cinnabar. The weapon rack at the top is Flame's work.



The industrial quarter, with most of the workshops and forges. Currently churning out stone slabs.

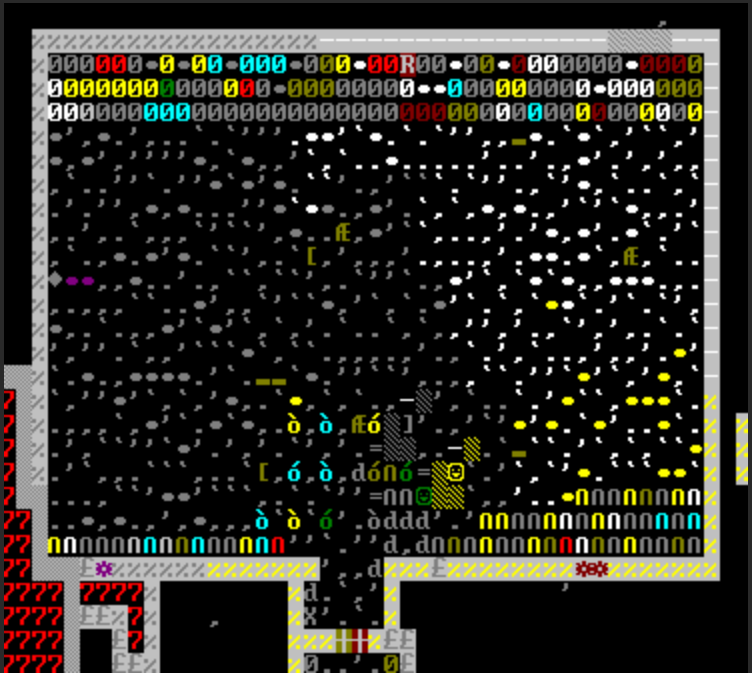


The residential quarter, with the mayor's rooms (bottom left) and the hospital and well (right). That well shaft is 63 z-levels deep!

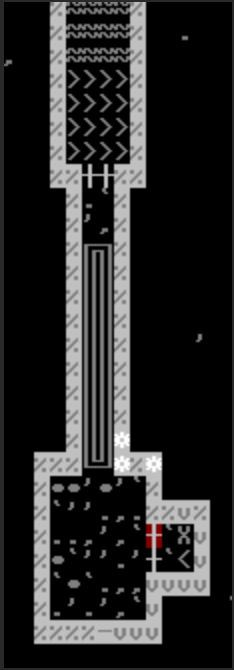




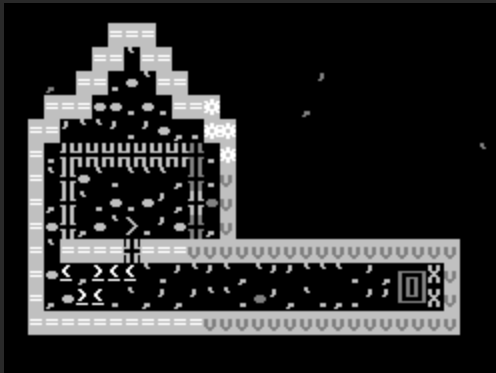
The morgue. About two thirds of those coffins are filled, with a few dozen more off shot to the south. All the slabs on the right are for victims of Snong. Also contains levers for everything important in the fortress.



The way into PFTW from the fortress. The entrance to the surface is along the corridor to the north, and the entrances to the caverns are down the stairs.



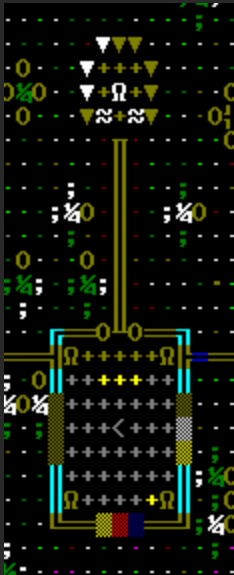
The Corridor of Death. Now with a safety barrier.



The entrance to PFTW from the second cavern (the other two are almost identical). Also gives some idea how much crap is strewn around the caverns.



And last but not least, The Tower. The first floor is accessible only via a bridge from the centre of the courtyard.



The second floor has some nice statues.



The third floor has fortifications for crossbowdwarves to shoot out of.



The fourth floor was just to use up some of the microcline lying around.



The fifth floor has vertical bars to look out of.



At the sixth floor, the tower begins to taper inwards slightly.



I was starting to run out of ideas for interior decorating by the seventh floor.



The eighth floor has some lovely glass windows. Snow is getting in because the next floor up is unfinished.



The ninth, final, unfinished floor, made wider to accommodate some catapults.



I wonder if it will ever see completion...

~~~~

Well, that was quite the adventure! I'm eager to see if any future overseer's turns can top my record of 63 dwarves dead in one round.

The save, continuing the reclaim, can be found here (<http://dff.d.bay12games.com/file.php?id=11184>). If you want to consider the massacre and reclaim non-canon and instead continue from before Snong, the alternate save can be found here (<http://dff.d.bay12games.com/file.php?id=11185>).

Some advice for the next overseer:

- Please continue the tower! I had grand plans for the higher floors, but alas I couldn't see them through...
- The well shaft is unsafe against fliers. There's an access tunnel at z99 that needs blocking off.
- Don't let any dwarves get affected by the horrid goo if you can help it. The blindness permanently affects the quality of their work and combat ability, and they have to clean themselves all the time to wash off the pus from the blisters.
- I couldn't find any adamantine, but I didn't look very hard. Might be worth looking into.
- The morgue has all the important levers. Other levers around the fortress are redundant, but still work.
- I'm pretty sure Snong's wings being "mangled beyond recognition" means that she can't fly, so in theory you should safely be able to open up the courtyard, which has a lot of decent armour and ammunition (but not many weapons). She might still be able to climb over the wall.
- There's loads of useful items scattered around the caverns. You should be able to get in via PFTW, but beware of the wildlife, obviously.
- Senshken VI is armed and armoured. Flame II and EoyaBosan II are in a pickaxe squad, but have only copper picks and no armour.
- If you find the artifact pickaxe, please give it to EoyaBosan II to wield! I think it's somewhere in the caverns.
- I brought about 60 pieces of marble for making steel. They're all stuck right at the top of the mountain.
- I don't know what to recommend about getting the migrants inside safely, but you should probably have a plan before they arrive.
- Do not underestimate Snong.
- Good luck!

Should any migrants ever make it inside, the following, in no particular order, are waiting to be (re)dwarfed:

- Xan II
- Taupe V
- Messiah II
- The Cheesemaker IV
- Cherry Hearts III
- Maskwolf III
- Salmenk III
- Ampersand III
- Iamblichos III
- Fperson III
- Sarrak III
- Hero II
- The Hammer II
- Askarn IV

If I missed anyone, say so!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheFlame52** on **October 03, 2015, 05:15:08 pm**

Iamblichos! Your turn!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **October 03, 2015, 05:21:40 pm**

Yep, Iamblichos' turn. I'll leave it up to him whether he wants to go from the reclaim or the revert. If you do go from the reclaim, I request that you let Asmoth II get blinded by the horrid goo for religious reasons.

Also, since I seem to be the chief medical dwarf, I should probably have some medical labours enabled.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **October 03, 2015, 07:33:47 pm**

This was a great turn. I'd hate to see a revert to older saves. At this rate the entire death of the fortress just adds to the charm of the place.

Im also very glad to see PFTW up and running. Now we can keep track of various megabeast survival times. A shame about incoming migrants tho, but "fuck the world" is a very encompassing concept that was never meant to exclude our own kind.

Edit: Also im a huge sucker for geometry and aetistic aehitecture, and whomever designed the entrance and tower did a marvelous job. Shame that most ingame characters wont be able to appreciate them for too long...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **AbstractTraitorHero** on **October 03, 2015, 11:15:19 pm**

Change my new dwarf to the. Name Innok it means creepy in the dwarfish language she/he will fit right in give me dwafs profile when they make it into the fortress alive someone should use stonesense or some other kind of image device so we can get a look at this hellish nightmare

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Gwolski** on **October 04, 2015, 04:42:18 am**

I would like to be dorfed as a paranoid dwarf that stays locked inside all the time. mechanic/engraver if possible, also siege engineer(NOT operator, well train me after I'm proficient in siege engineering.)

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **October 04, 2015, 07:59:19 pm**

Can I be redwarfed as a weaver/cheese maker/farmer. Aka menial labor, named Teksan. :D

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Iamblichos** on **October 05, 2015, 07:08:30 am**

Guys, I just got back from a conference and everything at work shit the bed at the same time. The only thing not waiting for me this week is Snang. I'm going to pass - hopefully someone with more time to give can bring it back to it's... previous... glory... well, get it running again, anyway.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **October 05, 2015, 12:57:43 pm**

Sure. Hope everything settles down soon. That makes it Hiddenleafguy's turn next.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **EoyaBosan** on **October 05, 2015, 04:56:17 pm**

I would just like to mention that, according to the wiki (http://dwarffortresswiki.org/index.php/Template:Language_table), Snong means "kiss" in the goblin language. Our fortress was literally kissed to death.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheBiggerFish** on **October 05, 2015, 06:29:45 pm**

No, Snong delivered the kiss OF death.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TheCheeseMaker** on **October 05, 2015, 10:13:30 pm**

Our biggest problem here is consistently overestimating our military capabililities. Remember guys, the only thing we have killed without losing over half our military is a kobold, and that is because he ran straight into a cloud of death.

In the future I recommend overseers to follow this strategy: if you see something slightly more threatening than a cavy sow, run, hide, and pray to Armok that it does not find you.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **October 05, 2015, 10:24:51 pm**

I think the a big cause of that was not checking whether our military could actually see before sending them into the warzone. A save I checked at one point had half the militia being blind, and they also seem to be in a constant state of flux so that no one gets any training before getting sent into the meat grinder. So essentially, train the militia and don't let them touch the goop.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **October 05, 2015, 10:56:47 pm**

I choose to believe the real hero of this story is the legendary thief we hear about with each caravan discussion. All hail Tipi Touchbear!

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Iamblichos** on **October 06, 2015, 04:32:13 am**

Quote from: TheCheeseMaker on October 05, 2015, 10:13:30 pm
In the future I recommend overseers to follow this strategy: if you see something slightly more threatening than a cavy sow, run, hide, and pray to Armok that it does not find you.

Well, that's the problem right there...

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **October 06, 2015, 06:17:21 am**

Quote from: Iamblichos on October 06, 2015, 04:32:13 am
Quote from: TheCheeseMaker on October 05, 2015, 10:13:30 pm
In the future I recommend overseers to follow this strategy: if you see something slightly more threatening than a cavy sow, run, hide, and pray to Armok that it does not find you.
Well, that's the problem right there...

:P nice one! :P

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Hiddenleafguy** on **October 07, 2015, 09:24:11 pm**

I am here, and I am going to reclaim, and if the fortress falls again..... Techno did it.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Taupe** on **October 07, 2015, 09:29:16 pm**

Quote from: Iamblichos on October 06, 2015, 04:32:13 am

Quote from: TheCheeseMaker on October 05, 2015, 10:13:30 pm

In the future I recommend overseers to follow this strategy: if you see something slightly more threatening than a cavy sow, run, hide, and pray to Armok that it does not find you.

Well, that's the problem right there...

Definitely quote-worthy.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **Deus Asmoth** on **October 07, 2015, 10:30:27 pm**

I agree. Since there's been no reply from HLG, I guess we'll move on to Megahelmet and see how it goes from there.

Wait, never mind. Apparently I just can't read.

Also, as a side-note, I did warn you to leave the beast alone.

Quote from: Deus Asmoth on October 01, 2015, 07:26:47 pm

Considering how bad our luck has been with poisonous liquids so far, I vote that we leave this beast well alone.

It would have been nice if I hadn't died as well though.

Title: **Re: Immortalitytower; Not a Tower, Life Expectancy Fifteen Hours**
Post by: **TechnoXan** on **October 09, 2015, 11:01:43 pm**

Quote from: Hiddenleafguy on October 07, 2015, 09:24:11 pm

I am here, and I am going to reclaim, and if the fortress falls again..... Techno did it.

looks at person next in line it was Urist! :P But yes, if it falls, it will be most certainly my fault... Somehow, where there's a will, there's a way. :D

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskedwolf** on **October 10, 2015, 08:55:21 pm**

Oh? This persists?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Urist McVoyager** on **October 10, 2015, 09:28:47 pm**

It will always persist. Or die trying.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskedwolf** on **October 10, 2015, 09:32:14 pm**

Fascinating. My apologies, Deus Asmoth, for my utter non-presence in the game, I have been derelict in being on Bay12 recently.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 12, 2015, 01:36:51 pm**

Participation isn't mandatory (yet), don't worry. People get busy.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **October 12, 2015, 02:56:07 pm**

>Ampersand: Reappear.

Currently reading through the backlog, what'd I miss?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **October 12, 2015, 03:23:24 pm**

Quote from: Amperzand on October 12, 2015, 02:56:07 pm

>Ampersand: Reappear.

Currently reading through the backlog, what'd I miss?

Corpses.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 12, 2015, 04:36:23 pm**

Lots and lots of corpses.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **October 13, 2015, 06:07:18 am**

Mother of god...

This place is great!

Give me another dorf, I want at least three digits of death next to my name before this is done! ;D

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Urist McVoyager** on **October 14, 2015, 03:28:45 pm**

Sign me up for another Dorfing. Pick profession at random and name me Edmond this time.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Hiddenleafguy** on **October 14, 2015, 03:58:13 pm**

I thought I put this up a few days ago, but apparently I did not, due to relatives declaring ONE WEEK before they arrive that they will be staying with us for a few weeks, I am unable to complete my turn, in addition to that my save has corrupted, so move me down, I will make a note to future overseers, take care of that slope as high as our wall in the courtyard, and why hasn't it come into anyone's mind to use our lava to hold a safe room which will hold the remaining population, the rampant food shortages will be safer then the shot that normally goes on here, and if anything breaches it, then we will all die in fire!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 14, 2015, 04:12:47 pm**

Ok then, megahelmet takes the helm.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Sarrak** on **October 14, 2015, 06:08:38 pm**

Quote from: Hiddenleafguy on October 14, 2015, 03:58:13 pm

then we will all die in fire!

Quite a marvelous idea, good sir!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 16, 2015, 08:37:14 am**

Since there's been no response from the helmet, the next turn has been offered to me. I accept. I give myself a pay rise. I thank myself.
stamp stamp stamp stamp stamp I look forward to founding this fortress. Again.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Sarrak** on **October 16, 2015, 12:54:14 pm**

Quote from: Deus Asmoth on October 16, 2015, 08:37:14 am

Again.

Let the new cycle of death begin!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 16, 2015, 03:44:36 pm**

The Ledger of Asmoth II, Grade 25 Bureaucrat.
Granite 1st.
It seems that our hopes were in vain. My companions and I travelled for weeks chasing rumours of a mountainhome that was safe in this blighted world, but on our arrival we found nothing but death and a terrifying dove. Probably some ironic statement about death being the only peace we'll find here, I guess. In any case, I've been trying to organise some burials and memorials for the dead and get the fortress back into some kind of working order so that I can get back to the only true joy in life; enforcing pointless rules and preventing any helpful work from getting done by anyone.

Granite 9th.
Considering the large number of corpses lying around outside that need to be retrieved and the fact that the dove seems to have been blinded by the purple rain that falls on the mountains where it roosts, Senshuken, Flame and Eoya have agreed to fight the beasts. Senshuken seems to be a fearsome swordsman, and Flame and Eoya are both capable of swinging a pick with enough force to snap some bones. Of course, that would be more useful if they ***actually took their picks to battle with them*** but there's nothing that can be done about that now. They're currently waging heroic battle on the beast, and everything seems to be going their way.



I hope that yellow mist isn't anything dangerous...

Granite 12th.
I don't know how they did it, but Flame and Senshuken both seem to have completely avoided the fog. Eoya vanished for a few days after battle, but it turned out that she was just resting after getting tired during the fight. I understand the feeling. Sometimes I'd have to take the whole day off before filing a request for healthcare. It was just so exhausting.

Granite 13th.
It turns out that Eoya is leaking blood. Given that she has no obvious injuries and Flame is calling in sick now as well, this is somewhat concerning.

Granite 14th.

Senshuken's dead.

Granite 18th.
We decided to investigate Senshuken's death even though it was clearly fated to happen regardless of what we did. It seems he wasn't as unaffected by the infernal dust as we first thought, given that his last acts were vomiting and retching and that he seems to have suffocated to death.

Granite 20th.
I've been hiking all over the mountains, retrieving and burying the bodies of our fallen brothers and sisters, and I took a bit of a turn yesterday after getting caught in some of the purple goo. I'm sure it'll be fine, though I have started to develop some pretty ugly looking bruises. On the bright side, I found a journal in the pocket of one of the bodies I was burying. It seems his name was also Asmoth, but there are only a couple of pages with writing on them. The rest seems empty, but the blisters I've been developing on my fingers have made them sensitive enough to feel some small lumps that appear to make up an alphabet of some kind.

Granite 25th.
I've managed to decipher some of the journal. The first page warns to keep clear of the purple rain. This is helpful and timely advice. My sight also seems to be going. Flame refuses to dig holes with his pick. A lot of drakelings are dead due to the rain and fog. We have far more corpses than coffins. All in all, things are about as good as can be hoped. At least Snang is dead.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **October 16, 2015, 04:10:57 pm**

The dust usually kills on the spot. If they died slowly after the battle, my money's on the noxious secretions.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 16, 2015, 04:31:57 pm**

I think he was hit by the fog immediately after the battle and died while I was watching Flame get away unscathed. The secretions don't seem to be killing the other two, so I doubt it's the culprit.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **crazyabe** on **October 16, 2015, 05:03:19 pm**

. . .PTW

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheFlame52** on **October 16, 2015, 06:48:31 pm**

It's canon, I'm unkillable in this fort. Actually, wait, I just have a tendency to not stay dead.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **EoyaBosan** on **October 16, 2015, 07:17:54 pm**

My god, Snang is dead, just like that?

Who scored the killing blow?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **October 17, 2015, 02:29:11 am**

Requesting a dwarf in one of the migrant waves.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **October 17, 2015, 02:34:29 am**

Well, that goes to prove that **Project Fuck The World** is a success! We just need to not let the creatures run to the surface *through the main fortress* next time.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Sarrak** on **October 17, 2015, 04:30:34 am**

Quote from: Taupe on October 17, 2015, 02:34:29 am
Well, that goes to prove that **Project Fuck The World** is a success! We just need to not let the creatures run to the surface *through the main fortress* next time.
And what fun is in simply letting them go? Here, in MortalityTower, if less than a half of entire population dies - you're doing it **wrong**.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **October 17, 2015, 04:38:07 am**

Most of the best succession forts in the history of Dwarf Fortress have had survivor counts in the single digits.

This is, obviously, a good thing.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **October 17, 2015, 04:54:58 pm**

Requesting a turn, since I finally have plenty of time and have figured out the problem that was preventing me from playing DF on my mac..

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 17, 2015, 08:19:27 pm**

Looking forward to it. In the meantime, there might be a bit of a queue for dwarves, since I got a grand total of two so far.

Asmoth's Ledger, Slate 25th.
A giant leech has been spotted in the caves. I'm reasonably sure that all the entrances from there are sealed, so I'll leave it for now. Possibly for longer than that.

Felsite 3rd.
The leech seems to have vanished, so I guess it's not going to be murdering us all in our sleep any time soon. Unless that's what it wants us to think...

Felsite 16th.
I've decided to clear away the trees that have been growing close to our outer walls. Our enemies could easily climb them and simply leap the boundary. Of course, no one can actually cut trees at the moment, but once all the corpses are cleared away we should be able to make some headway. Flame and Eoya have both started showing signs of blisters as well in spite of my warnings about the rain. I guess they won't be participating in the militia again any time soon.

Hematite 26th.
A pair of travellers showed up today, begging for refuge. I agreed, since it seemed a shame to let them die in the wilderness. All that I asked was that they do each and every little thing that pops into my head while I enjoy the safety of being inside the fortress. Xan II has been given a pick to dig with since Flame continues to be a good for nothing layabout that is going to find out how magma tastes if he's not careful, while Taupe V has been given an axe and started getting rid of our infestation of elf-nests. She seemed happy enough to be working outside, but that may be because the brochure that warns our new arrivals of the dangers of yellow fogs and purple rains somehow got tied up in some bureaucratic red tape for a few weeks.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 19, 2015, 03:11:01 pm**

Turn list should be up to date, unless I've forgotten someone. Flame is listed as killing Snang, presumably with his shield since he doesn't like using his pick for anything it's meant to be used for. Side note- I've just realised that dwarves are clearly all bending units sent back from the future. Sociopathic, kleptomaniac lunatics that stop functioning with no booze available.

Further side note: there's not really a lot to do with the fort going on. Everyone's occupied cleaning the stench of rotting bodies out of the place and going blind, so the tower's the same as before and there's not a whole lot of quality of life improvements going on. Ideally I'd use the time to do some worldbuilding and story stuff, but I'm not really able to be creative at the moment. Here's one day of summer.

Asmoth's Ledger, Malachite 10th
I've noticed that we're worryingly low on drinks. While the previous occupants were considerate enough to leave a well in case this kind of thing happened, I'm still getting what plants we have turned into booze to prevent dangerous knurd and disorderly behaviour. I remember one time I accidentally went without a drink for a couple of weeks while making sure my old kingdom's filing system was up to date, then the king interrupted me for some reason. My mind is a sober blur after that, but I do know that we had to elect a new monarch after that and I'm told I got hammered a few times before they'd give me a drink.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 20, 2015, 10:35:23 am**

Asmoth's Ledger, Limestone 7th
The number of corpses we have to deal with has drastically decreased since we arrived, leaving time to do some exploring. So far, we've reclaimed a hospital, a room full of levers whose purpose confuses and worries me and a hallway full of fortifications that has 'Hallway of Death' gouged into the floor. We'll be staying away from that last one for a while. In any case, while the hospital has an adequate number of (extremely dusty) beds, it lacks anything to actually treat patients with or on, so we've set about remedying it. Venturing back into the wilderness is tantamount to suicide, especially with the literally blinding rains, so we're going to have to make this place liveable and that means more than just removing the corpses. From a purely bureaucratic standpoint, the removal of the corpses wasn't strictly necessary, but the smell did get to me.

Limestone 17th
A caravan has arrived from the mountainhomes. At first I was surprised that anyone knew we were here, but it turns out that they had been dealing with the former occupants of Immortalitytower until last year at least, and hadn't heard that everyone here had died. In any case, it turns out that the previous owners left quite a few valuable crafts behind them which according to the law of legitimate salvage now belong to us (note: I don't think that the dwarves of this world have discovered seafaring yet, so it seemed best to press on before they asked me what I was talking about).

After the initial confusion was sorted out, myself and the liaison were able to exchange the news properly. He mentioned that someone named Tipi Touchbear is still at large, which at least explains why there are references to him all over that journal I found.

The latest news from Lambdread is that several years ago Solon Basesclasp was kidnapped from the site by Onget Fencedfrost. Several years ago Solon Basesclasp was kidnapped from the site by Onget Fencedfrost. The latest news from Zephyrsizzles is that many years ago Lør Tombbastion was kidnapped from the site by Udil Enjoyedcloistered. Many years ago Lør Tombbastion was kidnapped from the site by Udil Enjoyedcloistered. The latest news from Jadeglazes is that many years ago Lør Tombbastion was kidnapped from the site by Tipi Touchbear. The latest news from Wildnessdemon is that many years ago Shorast Iwinklefortresses was kidnapped from the site by Xuspgas Siegedbad. The latest news from Powermine is that several years ago Solon Basesclasp was kidnapped from the site by Smunstu Jackaldangers.

Limestone 20th
Another group of refugees has arrived from the northwest, right into a purple rainstorm. I've asked the merchants to take them off our hands, but they want us to cover the expenses from travel and food on the way to the mountainhomes, and that's just unprofitable. Much easier to just force them into working for a living here doing whatever blind non-bureaucrats can do, like... chop trees? That's something that blind people can do with no adverse side effects, right? In any case, Maskwolf III has agreed to help with farm work and craft some more earthenware items to sell, while Cherry-heart III will be smelting metal, which seems far safer for someone who's about to lose their sight. Farms are dangerous. I heard of a man getting killed by a wild jumping bean once.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **PyroTechno** on **October 22, 2015, 07:12:47 pm**

Could I be dwarfed? Maybe as a Furnace Operator?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 25, 2015, 01:17:01 pm**

There's an unreasonably long waitlist for dwarves at the moment due to everyone dying and only having one or two migrants each season this year, but I'll put you on the list.

Asmoth's Ledger, Autumn Review.
Autumn hasn't been a particularly interesting season, to my mind. Our memorial hall is filling up as we fill up slabs for more of the former residents of Immortalitytowers, but with the near-completion of our burial drive, we've been able to start shining up the place and assigning a few rooms and such to those who need them. The ghost baby that we briefly had a problem with seems to have been satisfied with the slab that we dedicated to it, though I'm not certain how it understood the writing or even what we were saying considering that it's a baby. No one has been blinded by the purple rain recently, which is nice.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Gwolfski** on **October 25, 2015, 01:22:01 pm**

if there no more people going blind, is it because everyone is blind? or are there other thinks blinding it?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 25, 2015, 03:07:51 pm**

Let's see... about half the current population is blind. The rest just haven't gone into the northern section of the map for one reason or another, so they haven't been affected by the rain.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 28, 2015, 07:12:05 pm**

Asmoth's Ledger, Winter Review
As I plan to turn over control of the fortress to another, this entry shall serve as more of a reminder for me on what to point out when I give them their introductory speech. We are fortunately not haunted by anything any more, thanks to our increasingly large memorial hall. Half the fortress has been blinded by the weather, so it may be a good idea to screen them for sight before assigning anyone to skilled labour. We have plenty of food. I guess more booze never hurts. We should be safe from climbing invaders now that the local trees have been murdered, but a ceiling might be safer.

My apologies for the trailing off. I forgot how aimless reclaiming can be if you don't have a specific goal beyond tidying up the remains of the old fortress. I think it's hiddenleafguy's turn.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 28, 2015, 07:36:28 pm**

Also, we need a save. Yes. <http://dff.d.bay12games.com/file.php?id=11241> (<http://dff.d.bay12games.com/file.php?id=11241>)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **maxcat61** on **October 29, 2015, 06:16:01 pm**

Just read this, and wanted to know if I could be put onto the list for overseers? I won't mess it up much.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 29, 2015, 09:36:56 pm**

Certainly. In other news, HLG needs his turn delayed, so Maskwolf is now overseer.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **November 01, 2015, 09:09:38 pm**

Oh hey I'm here now, sorry, didn't go to Bay12 for a couple of days there.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **November 05, 2015, 04:57:11 am**

Bump.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheCheeseMaker** on **November 10, 2015, 11:29:21 pm**

Quote from: Amperzand on November 05, 2015, 04:57:11 am

Bump.

Quote from: Amperzand on November 05, 2015, 04:57:11 am

Bump.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheBiggerFish** on **November 11, 2015, 06:40:53 am**

Quote from: TheCheeseMaker on November 10, 2015, 11:29:21 pm

Quote from: Amperzand on November 05, 2015, 04:57:11 am

Bump.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Gwolfski** on **November 11, 2015, 04:41:15 pm**

Quote from: TheBiggerFish on November 11, 2015, 06:40:53 am

Quote from: TheCheeseMaker on November 10, 2015, 11:29:21 pm

Quote from: Amperzand on November 05, 2015, 04:57:11 am

Bump.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **November 11, 2015, 06:41:45 pm**

Judging from the number of bumps we've gone through in a short space of time, I'd imagine we're going through some moderate turbulence. I'll check if everything is ok with the overseer.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheCheeseMaker** on **November 12, 2015, 02:06:24 pm**

Could you add me back in the turn list? I would normally say that I'm too likely to murder everybody, but I'm actually about average in terms of competence at this fortress.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **November 12, 2015, 02:17:30 pm**

Sure. Since there's been no reply from 4mask, the turn goes to maxcat.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TechnoXan** on **December 09, 2015, 04:02:34 pm**

If there is a *serious* need for an overseer, I could try sometime, although since last time... :(still sorry about that guys!

Oh and sorry about my inactivity, I have been keeping up and am loving the RP guys!! :D

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **December 09, 2015, 04:07:18 pm**

At this point, I think anybody able to take a turn can do so, we mostly just need to get this active again.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheBiggerFish** on **December 09, 2015, 04:13:41 pm**

Quote from: Amperzand on December 09, 2015, 04:07:18 pm
At this point, I think anybody able to take a turn can do so, we mostly just need to get this active again.
Sadly, that's not me.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **December 10, 2015, 12:53:49 am**

Sarrak and Taupe have both reported as busy. If Flame can't take a turn either it's open to whoever feels like taking one.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **December 10, 2015, 12:59:56 am**

I'm currently taking a turn over at The Last Survivors, so I'm out of the running for a week or two.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheFlame52** on **December 10, 2015, 02:50:29 pm**

Okay, downloading save.

EDIT: Aside from the obvious, what do you want me to do?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **December 10, 2015, 04:59:27 pm**

I don't think that there are any immediate plans for anything. So, go nuts I guess.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheBiggerFish** on **December 10, 2015, 05:01:18 pm**

No.
Do not go nuts.
That would be a save-ruiner.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Sarrak** on **December 10, 2015, 05:13:41 pm**

Quote from: TheBiggerFish on December 10, 2015, 05:01:18 pm
That would be a save-ruiner.

I think it's hard to *ruin* MortalityTower at this point. With all corpses and other fun things lying around... Also, note that half of the population was blind - and that's in better days!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheFlame52** on **December 10, 2015, 05:19:52 pm**

It is Autumn now.

This is THE most boring succession fort I've ever played. NOTHING of interest has happened. I'm digging out some coal and magnetite so we can make steel. That's it. And I bought some iron and steel goods from the caravan to melt down. Maybe we can take down hell at some point. I dunno, steel is never bad.

Quote from: Sarrak on December 10, 2015, 05:13:41 pm
Quote from: TheBiggerFish on December 10, 2015, 05:01:18 pm
That would be a save-ruiner.
I think it's hard to *ruin* MortalityTower at this point. With all corpses and other fun things lying around... Also, note that half of the population was blind - and that's in better days!

We have ten dwarves and half of them are blind. It's awfully hard to go down from here.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheFlame52** on **December 10, 2015, 06:29:30 pm**

I've finished the year.

‘Flame II’ Mishimkûbuk, Miner has been found dead.
It is raining horrid goo!
‘Taupe U’ Kadôltaron, Woodcutter cancels Eat: Item
Atis itebdatan, Dwarven Child has

I died, this dead kid did... something, we have more steel now, I raised the tower two levels, I wanted my ghost to show up but it didn't, life goes on.

SAVE: <http://dffd.bay12games.com/file.php?id=11452>

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Sarrak** on **December 10, 2015, 07:32:27 pm**

This image serves as a prime example of life in MortalityTower. Unexpected, unexplainable deaths, horrid goo and dwarves stealing food from each other in dire attempt to counter their impending doom.

Actually, you played your turn so fast that I'm tempted to give it a try. If no one shows up until next evening, I'll take the reign.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheFlame52** on **December 10, 2015, 08:10:05 pm**

- Projects:
- Try to reclaim the caverns, get back some of the dead bodies
 - Make more steel
 - Get more migrants, also unforbid my corpse and redwarf me.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **December 10, 2015, 08:42:08 pm**

We got ninety-nine problems, but a-bitch FPS ain't one.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Sarrak** on **December 18, 2015, 12:50:06 am**

After a week of trying to get some time for this fort, I fell ill. So, you'll have to either wait (I still have a week of time left and would probably finish my turn in this time) or pass me entirely.

Fortress news: nothing of note has happened lately. MortalityTower is strangely peaceful and has yet to claim more victims.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **chaotic skies** on **January 04, 2016, 06:54:53 pm**

I hope this isn't over. And if it is, I declare that it should continue!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **January 04, 2016, 07:12:07 pm**

I think the best way to help this fort would be to take a stable turn. I cannot, because my computer is the worst thing.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Gwolfski** on **January 04, 2016, 07:17:11 pm**

ill take a turn in a week.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **January 17, 2016, 12:34:46 pm**

GUESS WHOOOOOOOOOO!!!!!!

I'll take a turn now, going to find the save.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **January 17, 2016, 01:06:29 pm**

Overseer log of Immortalitytower, year 209 by the clock of the mountains.

1 Granite: I, 4maskwolf the third, hereby take command over the fortress of Immortalitytower. I accept the responsibilities of protection and growth, and embrace the teaching of the elders and the hope of the future for this fortress and its inhabitants. I swear to protect all residents of these great halls from the depredations of the lesser beings, and to bring this fortress to a bright tomorrow.

Alright, now that the oath is out of the way, let’s move on.

Given the paucity of residents of Immortalitytower at the moment, we drew lots to determine who would take the helm for this year. I drew the short straw, so here I am, in charge. Of course, with my eyes gone I can’t actually engrave properly, so I asked Megahelmet the second to engrave my words into this tablet. And no, Megahelmet, don’t try anything funny, I can still read by running my hands over the engravings, and I *will* be checking your work.

On to more formalities: beginning of year supply checks and census information. We’ve got plenty of booze for the year, even if the population grows drastically, but we could use some extra food to ensure adequate supply for next year. Official records will be placed below, of course, as is mandated by law.

| | | | | | | | | | |
|------------------|--|---------|-----------------|--|--------|-----------------|--|---|------|
| Created Wealth: | | 935563* | Population: | | 9 | | | | |
| Weapons: | | 40407* | | | | | | | |
| Armor and Garb: | | 29544* | Miners | | ☹ 2 | Axedwarves | | ☹ | None |
| Furniture: | | 368295* | Woodworkers | | ☹ 1 | Axe Lords | | ☹ | None |
| Other Objects: | | 129344* | Stoneworkers | | ☹ 2 | Swordsdwarves | | ☹ | None |
| Architecture: | | 196771* | Rangers | | ☹ None | Swordmasters | | ☹ | None |
| Displayed: | | 170998* | Metalsmiths | | ☹ 1 | Macedwarves | | ☹ | None |
| Held/Worn: | | 204* | Jewelers | | ☹ None | Mace Lords | | ☹ | None |
| | | | Craftsdwarves | | ☹ 1 | Hammerdwarves | | ☹ | None |
| Imported Wealth: | | 17259* | Nobles/Admins | | ☹ 1 | Hammer Lords | | ☹ | None |
| | | | Peasants | | ☹ None | Speardwarves | | ☹ | None |
| Exported Wealth: | | 8605* | Dwarven Childrn | | ☹ None | Spearmasters | | ☹ | None |
| | | | Fishery Workers | | ☹ None | Marksdwarves | | ☹ | None |
| Food Stores: | | 2231 | Farmers | | ☹ 1 | Elite Mrksdwrvs | | ☹ | None |
| Meat | | 41 | Seeds | | 570 | Wrestlers | | ☹ | None |
| Fish | | 78 | Drink | | 1234 | Elite Wrestlers | | ☹ | None |
| Plant | | 165 | Other | | 143 | Recruit/Others | | ☹ | None |
| | | | Trained Animals | | A 7 | | | | |
| | | | Other Animals | | A 4 | | | | |

Alright Megahelmet, you’re free to go now, I’ve finished with my initial report. Yes, that means you can get back to work. No, you can’t go on break, we have things to do. Yes, I’m serious.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **January 17, 2016, 01:26:40 pm**

Wow, a whole nine dwarves! The more things change...

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Gwolfski** on **January 17, 2016, 05:03:57 pm**

turn please.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Senshuken** on **January 20, 2016, 06:56:03 am**

Is one of the dwarves named Senshuken? There must always be a Senshuken or the Fortress will suffer more then usual.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **January 20, 2016, 12:25:28 pm**

Quote from: Senshuken on January 20, 2016, 06:56:03 am

Is one of the dwarves named Senshuken? There must always be a Senshuken or the Fortress will suffer more then usual.

Not sure, I'll play more on the game this afternoon (read: at all, since my last post was just an initial overview update), I just had a very busy day at school yesterday.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 15, 2016, 04:37:06 pm**

Is this dead? I have seen stuff that came back after so long dead that I really can't tell.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Imic** on **September 16, 2016, 02:00:46 am**

IT MUST LIV!!!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 16, 2016, 06:23:42 am**

Okay, but I don't think anyone is playing in it anymore.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **September 16, 2016, 04:43:18 pm**

Quote from: Imic on September 16, 2016, 02:00:46 am

IT MUST LIV!!!

Feel free to download the save and post a turn.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 16, 2016, 07:55:42 pm**

Wouldn't you need to ask Deus Asmoth and possibly Mask first?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **September 16, 2016, 11:09:12 pm**

Quote from: Kamani on September 16, 2016, 07:55:42 pm

Wouldn't you need to ask Deus Asmoth and possibly Mask first?

"Oh no, we must respect the turn order, even if it means nobody played in a year"
-Nobody, ever.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 16, 2016, 11:10:29 pm**

I just mean that both have logged on lately, so you could message them or something.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **September 17, 2016, 05:29:26 am**

At this point, whoever will write an update can have it, and if anybody complains, they can make a turn too.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 17, 2016, 09:32:24 am**

Fair.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **September 17, 2016, 09:37:44 am**

I mean, the turn limit is two weeks, which I'm fairly sure that the current turn has exceeded by a little bit. If you want to take a turn, take it.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 17, 2016, 11:17:19 am**

So who wants a turn?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 18, 2016, 01:07:44 pm**

Anyone interested?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Amperzand** on **September 18, 2016, 08:36:46 pm**

I certainly don't have time. :V

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 18, 2016, 08:38:34 pm**

Shame. Anyone else? I would try, but I have never done a succession fortress before.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **September 18, 2016, 10:02:14 pm**

Quote from: Kamani on September 18, 2016, 08:38:34 pm

Shame. Anyone else? I would try, but I have never done a succession fortress before.

Oh no, all the dwarves could die for the *fifth time*...!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 19, 2016, 06:29:12 am**

Ehh. Could happen, I am not great at doing anything in Dwarf Fortress.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Gwolfski** on **September 19, 2016, 11:26:11 am**

Quote from: Kamani on September 19, 2016, 06:29:12 am

Ehh. Could happen, I am not great at doing anything in Dwarf Fortress.

Go forth and... do stuff. We need stuff to happen!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 25, 2016, 07:42:55 pm**

Should I take a turn?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **AbstractTraitorHero** on **September 25, 2016, 07:56:41 pm**

If it will save the game yes.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 25, 2016, 10:01:18 pm**

Taking a turn, starting tomorrow.

Edit: Downloading now. Anyone want to be dwarfed? I'll dwarf the to be dwarfed list if they haven't already been too.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 26, 2016, 06:51:14 pm**

Nevermind. The game crashes every time I try to turn it on. Do I need a specific version of Dwarf Fortress or something?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **September 26, 2016, 07:13:41 pm**

Quote from: Kamani on September 25, 2016, 10:01:18 pm

Taking a turn, starting tomorrow.

Edit: Downloading now. Anyone want to be dwarfed? I'll dwarf the to be dwarfed list if they haven't already been too.

Give me, like, a seventh Taupe I guess.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **AbstractTraitorHero** on **September 26, 2016, 07:37:27 pm**

Dwarf me if I haven't been

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 26, 2016, 07:38:59 pm**

It crashes. Do I need to do anything specific to make it work?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **September 26, 2016, 08:00:38 pm**

Quote from: Kamani on September 26, 2016, 07:38:59 pm

It crashes. Do I need to do anything specific to make it work?

Is everyone healthy and happy? The save conflicts heavily with those situations.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 26, 2016, 08:01:37 pm**

The save won't even load. It stops at loading entities.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **September 27, 2016, 12:40:40 am**

Did you try opening it in 40.24? Since the OP is made in 2015.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **September 27, 2016, 02:29:40 am**

Quote from: Fleeting Frames on September 27, 2016, 12:40:40 am

Did you try opening it in 40.24? Since the OP is made in 2015.

Tried loading it in 40.24. It works.

@Kamani, you can start playing in 40.24 :)

I looked at the fort, and I'd like a go after Kamani's turn !
I have an wedding this week end (not mine), but next week end is off for me, so I will find some time to blind some of the dorfs using this exquisite purple horrid goo. Because reasons ! (it *does* blind dwarves upon contact, right ?)

"We Live, We Die, We Live Again." I have to find a way to engrave that somewhere.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 27, 2016, 06:23:39 am**

Engrave giant letters that say it (or building them) would work. Also, I will start today then.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 27, 2016, 07:26:45 pm**

Anything specific about wanted dwarf? Taupe, you are still alive (Taupe V).

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 27, 2016, 09:55:44 pm**

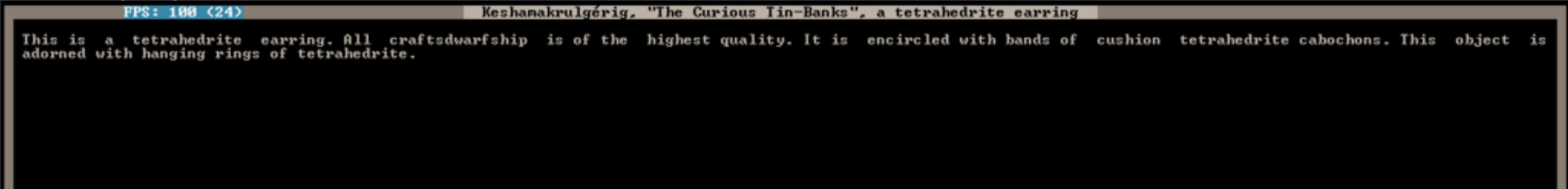
Kamani ((Incompetent) Danger Avoider) has now moved to the fortress in order to see his parents, two of his sisters, and two of his brothers (plus some cousins). They all died here. He immediately created an artifact through possession. Welcome all, to Immortalitytower!

In-Character:

Kamani's Journal

209-2-8
I finally get to see my family again after so long! Plus I get to see the glorious fortress of Immortalitytower! Even if it is near those evil elves, and humans, and some other stuff too, what could possibly go wrong!

209-2-12
I arrived, only to learn that nearly all of my family died before I arrived. On the bright side, one of them possessed me, and I have made an amazing ring!



I am sure they are watching out for me. Plus, I have completed my lifelong goal at age 21! What now...?

209-2-13
I am overseer? I guess so now. I declared that I would go make rock pots somewhere safe (maybe, doesn't seem like this place is ever safe), ordered expansion of the wall's height, got the farms working, and made a burrow to stay out of that wierd dust. Everything seems to be going well for now, even though with my group added, there are only 33 people here.



Edit: Dwarfed AbstractTraitorHero.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **September 28, 2016, 01:52:53 am**

Oh hey, actual update. Neat! I wonder who will wear that earring.

And that's a lot of farmers.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **September 28, 2016, 02:53:34 pm**

Herbalist has to be the shittiest job to undertake in this fucking climate.

Because, yaknow... (http://i.imgur.com/MLZLdwB.jpg)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 28, 2016, 02:59:55 pm**

I made a burrow that SHOULD keep people from the dust (probably), so I think it is only normally terrible.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 28, 2016, 05:36:07 pm**

Kamani's New Journal

209-04-25
I left my old journal outside, and since I will *never* go back out there as long as I rule, I got a new one. I have started work on turning this place into a dome to keep out the rains. I also made a roof over the road I built. I plan to build an airlock style door to keep out invaders. I am also considering starting a military. I will **not** let the fortress fall on my watch (hopefully?).

209-05-5
Do these dwarves even try to survive? Apparently, some fool wandered outside the burrow, and died to the infernal dust. Sadly enough, I don't think I can figure out a way to weaponize it. I have never been scientifically competent with these kinds of things.

209-05-6
I wonder how I can avoid dying in this horrible mess. I am considering building a secret safe room located in a "tomb" I could build for me. Nobody would ever realize that I hadn't died, just hid myself. It might even work.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 28, 2016, 06:49:18 pm**

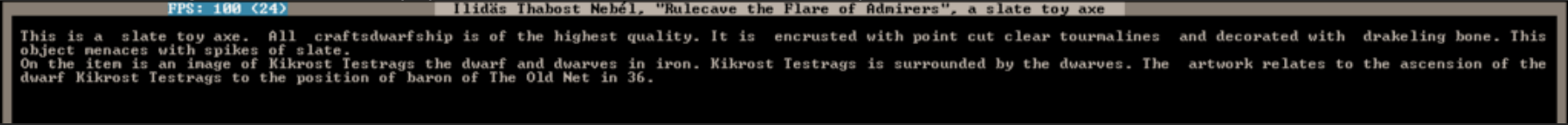
Surprise! The deadly dust CAN get inside the walls of the southernmost part of the map!

Edit: Megahelmet redwarfed. Three sudden deaths.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 28, 2016, 08:12:10 pm**

Kamani's Journal

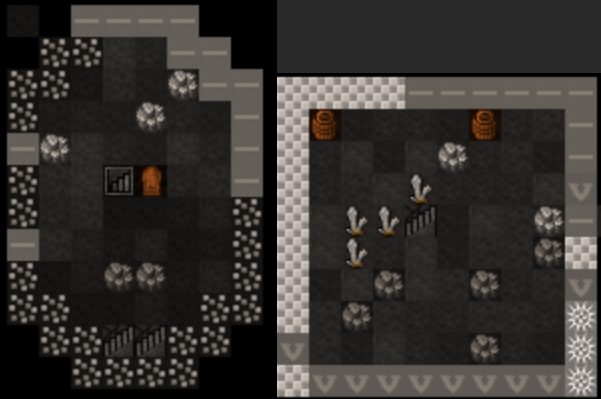
209-10-01
Winter is upon us. I just learned that past this year, I apparently stop being over'. I built myself a tomb since nobody lives long here, even though it is a cheap tomb. Lately, I noticed a gap in our walls. Also, we got another artifact. A possession again too. I guess it makes sense considering that most of our population is dead. In some cases, multiple times.



Also, all dwarves are stupid. One left the burrow to walk straight into a deadly cloud. Ingenious.

→Doren Togalingiz, Clerk has been found dead.

My tomb has a room below it, and I can head there if things get too bad. I can barricade myself in or something.

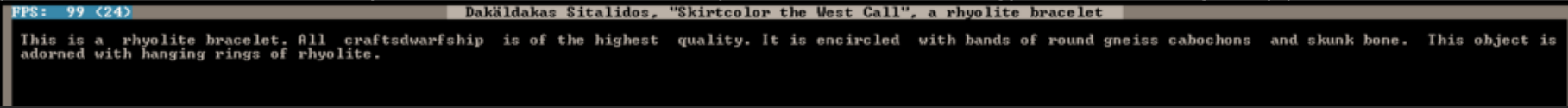


Well, maybe I will live long enough to write another entry.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 28, 2016, 09:16:52 pm**

Kamani's Journal

210-01-1
I lived a year here and stayed sane! Relatively speaking anyway. There is still a dangerous hole in the wall and ANOTHER person got possessed and made an artifact (It must be all of the dead, they do outnumber the living), but it is no longer my problem.



And now it is time to post a save. I think Spriggans is up next. If Deus Asmoth reads this, please update the turn orders and dwarfed people.

And here is the save:

http://dff.d.bay12games.com/file.php?id=12467

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **AbstractTraitorHero** on **September 28, 2016, 10:42:38 pm**

What is my dwarf?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **September 29, 2016, 01:00:26 am**

Check the save?

And gratz, Kamani, on picking this up. Burrows are like that, though ^^;;

At least it it isn't husking dust....

And hey, the Herbalist survived! I think?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **September 29, 2016, 02:49:02 am**

Thanks ! ;)
I will start by tomorrow (maybe even today if work is boring).
Are there any important things left to do or is the fort manageable ?

@Kamani : I believe there's a typo in dffd. Did you use 42.04 or 42.06 ?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 29, 2016, 07:10:42 am**

40.24. I wrote it wrong, sorry.
I think you are a farmer AbstractTraitorHero.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **September 29, 2016, 11:01:14 am**

Spriggans' log : Prelude

"We live, we die, we live again."

I'm in charge of this mess now, so let me tell you my story. I'll tell you who I am, in case you even care...

My name's Onol Boardleague, but you can call me Spriggans.
I'm a mason, I have a husband, Id, and I feel fine, even though I've been better. At least I'm alive, thank's Armok.
Ho, right, I'm also blind, as my eyes have melted away, but let me tell you the story.

"I live"

When I arrived to the immortality tower last year, I was far from imagining what horrors would happen to me.
The only things I saw before loosing sight, were mess, misery, and death.

There was a freakish forgotten bird lurking outside, expelling deadly dust as it breathed.
Me and my beloved Id, saw the beast in the distance, it was behind the great tower this fortress owes its name to. We sneaked by it to the northern entrance to the fortress. Luckily it didn't see us.

On our way, we saw many dead dwarves lying on the ground, and even more dwarven blood.
Everywhere on the ground, there was this *purple stinky thing*. We didn't know what it was at the time, but the dwarves call that "horrid goo". It was slippery and slimy.
As we approached the doors, tired, but safe, Id said :

"Dam' ! It rainin' on us, we gonn' be wet !"

I looked up and saw that indeed, things were falling from the sky. *Purple things...* I never saw again.

"I die"

The rest of the story I recall only vaguely : we both somehow ran into the fortress and got rescued by I don't know who. He dragged us to the hospital, cursing :
"Ye fools ! Why did ye venture outside ? Horrid goo got both ye eyes !"
I wanted to cry, but my eyes were melted.

After many days, someone told me I was safe. My body apparently expelled all the goo. He told me that I was blind, that my skin was full of blisters, and that I shouldn't expect much from life any more.
Id was safe too. Blinded and blistered, but safe...

It's been roughly a year since the purple rain accident. We are better now, Id and I.
We've learned to live with our blindness. I gotta say the other blinded dwarves helped us, learning us how to navigate and do things with no vision.

We are 18 blinded in the fort as I speak. And I have to say the blinded are very nice with me, I love them all very much.
They are not like the others, "normal" dwarves. The normal dwarves mock the blind ones, they don't respect us, and treat us with not much respect.

But things have gone, time has passed. The fort ruler, Kamani, gave orders which killed the Forgotten Bird, and I resumed masonry work.
I never expected I could craft a chair without seen it.

My life is good now !

"I live again !"

In Obsidian 209, Kamani was out. His time had come. Elections were made for the next ruler. For no real reason, I volunteered, and got elected ! That was so unexpected ! Actually, every blinded dwarf voted for me, as I was "one of them".
So, I'm in charge now ! That's great !

My plans for my year as a ruler are simple :
This tower to the South... This **"immortality tower"**. I want to live in it ! But I don't want to be selfish, I won't go there alone !

So I hereby claim this tower the "Tower of the Blinded" ! A paradise for blinded and blistered dwarves where no Normal dwarves will be allowed to go.

It will take some time, but we will have to move things like beds and food and farms into the tower.
We will also have to seal it so no Normals invade our paradise.

I will also have to appoint a manager to lead the Normal fort, as I hide in the tower with my kin.

I have quite a lot of work to do...

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **September 29, 2016, 11:24:43 am**

Doesn't the map already have a tower?

Eh, what's one more :)

18 blinded, so...15 seeing dwarves. Hm. If the tower is tall enough, could build a roof over whole embark from the top, so high up that they can't see ground from there.

Of course, that's basically 2z, given it'd be blind building it :P

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **September 29, 2016, 12:18:57 pm**

Quote from: Fleeting Frames on September 29, 2016, 11:24:43 am
Doesn't the map already have a tower?

It does. I'm not building a new one, I'll only expand it.
Can't I ? Is it cursed ? :P

Quote from: Fleeting Frames on September 29, 2016, 11:24:43 am
18 blinded, so...15 seeing dwarves.

We are actually 50ish

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **September 29, 2016, 02:09:53 pm**

Not any more cursed than the rest of the place, I reckon.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **September 29, 2016, 02:44:23 pm**

More then 15. I got migrants, but I forgot to report them. I like the tower of the blinded btw.
Edit: Missed Sprigan's comment about 50 people. Didn't notice there was a new page.

Also, anyone else want a turn?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheFlame52** on **October 01, 2016, 11:10:20 am**

Give me a sighted dwarf with a profession that requires skill, please.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 01, 2016, 06:27:49 pm**

Someday, a giant statue should be built on the tower.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **MDFification** on **October 01, 2016, 07:36:16 pm**

This fortress seems to desperately require intervention. I like it. Put me down for a turn, it's been too long since I've played with you guys.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 01, 2016, 07:38:47 pm**

Okay. Since Deus Asmoth seems to not be updating, should a new turn list be posted?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **MDFification** on **October 01, 2016, 08:26:16 pm**

Oh hey, we have bloodkin. And unlike the ones I made all those years ago, these don't spontaneously catch fire. Good to see the Steelhold/Demongate saga isn't fully dead.

IDK about a turn list, have faith in Asmoth.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 01, 2016, 09:03:02 pm**

Okay.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 02, 2016, 09:11:45 pm**

How goes the Tower of The Blind?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 03, 2016, 01:29:01 am**

Quote from: Kamani on October 02, 2016, 09:11:45 pm
How goes the Tower of The Blind?

He've been busy this week end with a wedding.

I'm palying atm, an update should come soon ;)

Quote from: TheFlame52

Give me a sighted dwarf with a profession that requires skill, please.

You are now a Blacksmith :)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 03, 2016, 04:18:51 am**

Spriggans' log :

"In the tower we go !"

Spring 210 :

Damn, being an overseer sure is time consuming ! I haven't had time to report lately, as I'm busy planning the work on the tower ! Being blind makes me slower than I'd like, but progress is made anyway. I've got everything planned out now !

Let's sum up the situation :

We have a tower. A 11 z high empty tower.
Here are some engravings of it. It sure has a lot of statues !
[Spoiler](#) (click to show/hide)
This is the basement. Wagons go there to trade. It is not part of the tower, but the tower access can be seen in the North.

There we go, floor 1. Or z 150.

This is one of the big storeys. It's not very big, but we have several of these.

This is one of the smaller storeys.

Engraving can be slow for a blind like me, and not very precise, but there are many storeys similar to the last two. I didn't wrote them all down.

In order to survive on our own. We will need :
#1 Some room for ourselves.
#2 Water for drinking.
#3 Food.
#4 Raw materials to expand the tower.
~~#5 Booze. As water is only a short term solution...~~

Yeah, yeah... Right... I stroke "Booze". Okay ! But we have to be minimalist here !
We want to be on our own in the tower ASAP, and booze production is slow to put into place !!
We'll deal with the booze later !

For problem #1, I've decided to build expansions on the 7th floor, on some of them, we will put workshops, and on one of them, a well, which should solve problem #2 !
I've ordered beds and tables and chairs and such placed.

For the water (#2), we... obviously need water. The only water in this map is located at z 83. This is quite a long way !
But I ordered a 67 z deep hole dug straight from the tower !
[Spoiler](#) (click to show/hide)
Some nice, fresh, clean water !
This hole cuts through rooms and caverns, I ordered the Sighted miners to seal the leaks, so no beasts could come from the caverns to the fortress.
Hopefully, these bastards did that right...

#3. Food. It should be easier than I though. The fort has some war drakes :

We built some nests on the first floor, and the drakes quickly occupied them, laying juicy eggs for us blinded to eat !
I'm not entirely sure, but that should grant us enough food for some time.

Next problem, and a big one ! We need a dropping hole for Normal dwarves to give us materials to expand the tower and survive.
The solution is easy, we just need a dump hole dropping stuff in the tower, without granting the Sighted access. I will have to engineer it.

I've decided that during Spring, both the Sighted and the Blinded will work on the tower.
Once the tower is stable enough, the Blinded dorfs will live in it and never leave it again.
So, we have some 3 months to make the place livable !

And now ! Back to work !!!

Middle Spring 210 :

Migrants !
8 of them they are. But, hoooow ! Do I hate them !
All of them are worthless ! All of them skill-less ! All of them sighted !
What could we do with such useless meat ?

The well is now done and fully functional, though quite slow, it should keep us supplied on water ! That's #2 done !

We completed the airlock to prevent the Sighted access to the tower. When the tower is done, we will forbid the doors to prevent passage.

Humm...
I've had an idea for the useless migrants... I want to do an experiment !
For one month, the glorious squad of "Useless Migrants" will investigate the Northern part of our lands.
Their blessed mission will be to study the purple goo and, hopefully, find a cure which would heal us all.
Armok help them in their task !

End of Spring 210 :

Woops !

Huhooo !! There was an accident at the Northern lands !
Wind blew ! The sky turned magenta ! Screams were heard ! Three of our brave investigators got ~~blesse~~d injured by the purple rain !

Science has failed, the migrants could not find a cure on time !

Well, it's no big deal ! Because these braves will now be part of the population of the tower which is by now stable enough to be populated !

Here's a tour of the tower :
Spoiler (click to show/hide)
floor 1 : drake nests and access to exterior (to the north, not shown here)

floor 2 : a silver floor gate, and an empty statues level.

floor 3 : the food stockpile. There is also the dump drop from floor 4, used to give items to the tower (here, wood has been dumped).

floor 4 : An empty floor, but we can see the dump zone in the top-left. The dump zone is accessed only by the Sighted dwarves.

floor idk : dining room. Some blind dwarves are enjoying their time.

floor bedrooms : here we have some beds. We will have to expand these.

floor n+1 : this is the workshop floor. We can also see the well to the right.

The tower will now be populated by us, the Blinded kind. Our time has come !

Close the gates ! Lock us in !

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 03, 2016, 07:17:43 am**

Could you fix the problem with the outer wall btw? I noted it, since it is the only thing keeping invaders out. My future plan was to roof it, and end our weather problem for good.
Shame it is hard to farm on a tower. You would have to dump water on it so you could get mud on the floor.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 03, 2016, 08:46:01 am**

Well, that sure took a dark turn O0

Very human to tear apart over differences, of course.

Nice progress with depot, though. Lots of bait furniture.

About water, I think a dwarf can ascend stairs faster than a bucket from well. Might want to bring some up by hand for when it's needed - if you don't remove the pond designation, they should automatically refill it when it gets less than full.

Migrants....Depends on attributes. One of the most influential figures for me has been at immigration novice fishery worker.

Lots of effort on the tower. I notice half the levels are open to flying threats :v

Though purple goo, does it stick to the bodies of the blinded? The well suggests yes.

@MDFification: Right now, the turn list is not in the pages of years-old abandoned forums, but always with us in our hearts.

@Kamani: If there's no space to dump from above, could also use minecarts to dump to adjacent squares.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 03, 2016, 09:05:07 am**

Quote from: Fleeting Frames on October 03, 2016, 08:46:01 am

Lots of effort on the tower. I notice half the levels are open to flying threats :v

Correct. There are lots of holes. I guess the blind dwarves didn't see them ! ahahah ! =D ahem.

I'm having a hard time keeping them inside the tower though, as I think there is a hole somewhere they clamb to. Probably the dump hole. The blind dwarves escaped the tower, it will be painful to put them back into it...

On the bright side, I've got some farming grounds ready now !

I'll post summer tomorrow probably.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 04, 2016, 09:56:41 am**

Spriggans' log :

"Life finds its way"

Time goes. The gates are closed. No Sighted dwarves are there. We are on our own.
We are now 28, if I counted correctly, living in the tower of Blindness.

Before I sealed the gates of the Tower, I assigned a female dwarf, 'Kate' to be in charge of the fort.
The Blinded kind will live in the tower, with myself as manager; and Kate will assume rulership for all the Sighted dwarves, in the fortress.

Kate is a good friend of mine, she volunteered for this hard task.

She will be in charge of dropping items to the tower. I trust her to give us what we need, such as materials and drinks.

Eearly summer 210 :

Kate told me that in the fortress, something amazing happened ! A new artifact ! Faiy is now a legendary Engraver, the only one in the place !

Well... That's great for the Sighted, and Kate, and all...

But we really don't care !

Because today, life found its way twice ! It was such a wonderful day in the Tower !

You've heard it ! One of the babies was mine ! I told my husband Id about that, we were so happy ! This baby was the most beautiful thing I saw. Except... you know, I can't see him. But he was so nice. His skin was so soft, and I could imagine his two little blue eyes !

And, the best is, he is medically fine ! He's not blistered nor blind yet ! That's such a relief !

Mid summer 210 :
Kate told me the other day that she saw some blinded dorfs in the fortress !

I've created 3 squads to control the blinded better, and to get them in the Tower in a more reliable way.

I also have some really good news ! The farms are now all done !
The blinded used the well to fetch water on the ground. Mud appeared and farm plots were made.
We planted some crops, and hopefully, we'll be able to make our own alcohol soon.

Here are the farms, there is grand a total of 13 farming squares !
Spoiler: farms (click to show/hide)

Okay, okay. They are not really "hygienic"... I know there's a toad and cat's pus in there... But what do you want from us crippled lepers ?!
We are 28 there ! And every single one of us is expelling pus as our skins are melting ! Of course the place is going to be dirty !
~~And don't forget I removed the "cleaning" job for all the Blinded to increase the dirtiness effect.~~

If you think our farms are un-clean, take a look at these :

The well, in which we drink everyday ! : Someone vomited there (OOC, how can a blind dwarf be nauseated by the sun remains a mistery to me...)

Or, the worst : the drake nests. A place in which we grab the eggs that we eat everyday.

So, yeah... Blinded dwarves are dirty ! **Now give us a break !**

Time goes. Summer's almost at an end.
We created a bigger room on the top floor.
I decided to put my quarters in there. I deserve them, as the natural ruler of the Immortality Tower.

I will also create a squad of "Blinded champions". Their barracks will be up there when I have selected them.
If I have the time, I will put an hospital up there, so that we can heal our blisters at least a little.

Brrr ! Kate told me something frightening today.
Apparently, they have spotted a giant snake lurking in the caves below us.
I hope for her the miners sealed the caverns properly.

She told me the beast destroyed a Gorlak in a matter of seconds.
Spoiler (click to show/hide)
"Sanene massacred the Gorlak ! Help us, Spriggans !"

"Sanene is strong, we need your help, Spriggans." Kate said.
"For now, the beast is trapped inside, but it must be killed as soon as possible !"

I refused. As there is still work to be done in the Tower.
Kate turned away, apparently pissed.

But what do you want ! This beast is not our problem ! Sanene is deep underground and us, Blinded, are high up ! I don't see why we would be concerned !

End of summer 210 :

It's hot today ! Autumn is upon us, and my personal quarters are *almost* done.
All I need is one last statue of myself, and everything will be fine.
As the Tower's only mason, I'll make the statue. It'll be glorious.

Now, let's fetch some stones !

OOC :
Ahahah ! I died to a falling log. :P I ordered logs dumped in the tower because the Blinded needed wood.
I forgot that some dwarves, me included, were still gathering items from the drop zone. I totally overlooked that !
I'm dead now... My bad xP

But I have plans for the rest of the year, hopefully I have enough time...
Expect a change of writing style in the next release ;)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Taupe** on **October 04, 2016, 11:22:48 am**

I want to remind everyone playing or reading about this fort of my contribution to the design. No, not the mspaint cartoons, I'm talking about Project Fuck The World, in which every single layer of the caverns has a direct connection to the backside of the surface mountain. Should you be savvy (or dumb enough) to do so, it should still be possible to unleash any forgotten beast on the surface and pray that the weather destroy them.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 04, 2016, 01:43:08 pm**

- Huh, a divided rulership?
- I guess we'll see what personality Kate has. Hopefully she IS a good friend, as if she is malicious she could easily wrest control of the fortress by not delivering goods and thus killing the true ruler.
- A legendary engraver, huh. Hm, I guess it might be useful for getting rid of ghosts and laying minecart tracks quicker. Or was that labour stonecrafting?
- Surprised at Asobilash having a positive reaction to the blue eyes of her baby, given the fate of migrant squad. Oh well, there's plenty of horrid goo around the well, I wonder if she'll be overjoyed when baby goes there?
- Kate saw some blinded dwarves....Not migrants? Is there still a reason to go out over the mountaintop?

Well, you can assign adults, I suppose, but blind children do as they please.

- What a wonderul place to raise a child. Though above-ground tiles will never be cleaned anyway by dwarves - you need mist, water flow, magma or construction/deconstruction iirc.
- Pretty dark red goes pretty well with brown, huh, much like lighter red goes well with gold.

Still, typical overseer extravaganza at the cost of the fortress.

...Well, no, typically there's windows, and just 1 overseer, not two at the same time. Asobilash has the sky, but not eyes to see it.

- Sanae? An one-eyed snake? Oh wait, Sanae doesn't have one of those, different person :P

It sure loves biting down and eating the appendages, though.

Oh right, Asobilash was decent at fighting. Was the way to aboveground ever closed?

Was this one of those forts where caverns were open to the rest of fortress as well, only sealed by doors? Not sure....I think the outer depot bridge suggests no.

-
Quote

Kate is a good friend of mine, she volunteered for this hard task.
She will be in charge of dropping items to the tower.

Well, I didn't expect this method of assassination.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **MDFification** on **October 04, 2016, 02:10:47 pm**

I fully intend to find the log that killed the Blind Tyrant, carve it into a rendition of him being struck down, and putting it in the tavern. Presuming, of course, we have a tavern.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 04, 2016, 03:14:06 pm**

You could also make log-gun and kill things with it. Wonder if you can get it become a named artifact if a hauler kills enough stuff with it when taking from 1 stockpile to another?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 05, 2016, 04:34:32 am**

Id's log :

"I'm the saddest dwarf in the world"

My wife died. Everything ends.

Dead... She's dead...
It was an accident, they told me. A log fell on her head and killed her.

Oh, did I love my wife...
Six months ago, when we both lost sight, she was the one who gave me the strength to continue living.
If that wasn't for her, I would have gave up, and would have thrown myself in the Volcano to end all this.
She was my reason to live, and now she's gone.

But I won't end my years just yet. I think I can find some strength in myself to keep living.

I have a son ! He's lost his mother and needs me. He recalls me my wife and that makes me sad, I don't feel like holding him in my arms, the pain is just too big.
But I do have a son ! And when he grows a child, maybe by then I'll be able to stand by him.
I have to stay alive to see him growing.

Oh... And also : as Spriggans' husband, I am now the *ruler* of the immortality tower...
What a burden !! I don't want to ! I'm not a ruler !!!

It's been several days since my wife's death now.

I asked (begged really) the Sighted dwarves to open the gates of the Tower, but they didn't answered and laughed !
The doors are locked from the outside... Looks like we are trapped in there. I don't know what to do...

And also, someone made a wooden casket. We buried my wife this morning.
Everyone was sad. I cried a lot.

"Spriggans called this place the Tower of Immortality" I said in farewell.
"She was wrong..."

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 05, 2016, 04:36:24 am**

Kate's log :

"The tide is turning !"

I'm now in charge of the fortress !

Before Spriggans rulership, I volunteered for being the overseer of the fortress.
I'm a natural leader, and I find craftdwarfship, fortress defence, and hard work to be very important.

Elections were made, and because blinded dwarves were so many, Spriggans got elected, and not me.
Fine, fine ! She could be a good ruler, after all. Let's see how she rules without eyes !

What did Spriggans do ? Nothing ! She hid in her tower all day along ! She didn't speak to us, fortress dwarves at all ! She only cared about *"her beloved blinds"* !
No progress was done on the fortress. None. Only her tower expanded !

I tried giving orders to the dwarves of the fortress, but I had no authority since I was not *legitimate*.

After some time though, Spriggans took all the blind lepers with her in the tower, and made me ruler of the fortress ! Finally ! I was legitimate and could give orders.

I gave tasks, the dwarves made work, but they complained about hauling jobs.
Usually, you know, the blinded dwarves used to haul stuff, not us, sane dwarves...
I said that it was fine, that at least we have more room than the blinded, and we resumed work.

Sanene arrived. I asked Spriggans' help. She didn't cared. She stayed in her hiding box.
She left us there to deal with the beast alone. She said there was more important things to do than sealing the caverns.
She was not on our side.

From this day, it was clear to me : we were ennemies.
So I decided that :

Every vision less dwarf is a scum and should be treated with no respect.
Every blind dwarf must bow to the Normal dwarves, and do as they say. They will perform hauling tasks and will not be allowed to complain.
Any blind dwarf currently in the Tower will remain inside until their death. Any escaped will become a slave.
Anyone not respecting these rules will be killed. That's starting with Spriggans.

On the same night, I met many blind opposed dwarves. There was many of us. We were all tired of hauling stones to build a place we are not allowed to. We plotted an *unfortunate accident* to bring down the tyrant.

This day, the tyranny has ended ! I took the heaviest logs I could find, and I threw them on Spriggans until she was dead.
The old ruler died. I'm the one in charge now !

Prepare yourselves, blinded kind !
Our time has come.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 05, 2016, 08:19:17 am**

Quote from: [Taupe](#) on October 04, 2016, 11:22:48 am
I want to remind everyone playing or reading about this fort of my contribution to the design. I'm talking about Project Fuck The World, in which every single layer of the caverns has a direct connection to the backside of the surface mountain.

Interesting... :D

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 05, 2016, 11:48:10 am**

Hm, is Id vulnerable to stress?

Portalfount will be truly alone when he turns melancholy.

Heh @ pun.

So you did split up. Does the tower have any clay gathering, either natural or created?

Shouldn't Kate still be overseer? Since, you know, she's in charge. A murderous overseer, maybe, but compared to the ones who dump all kids in magma she's fairly clean. Unlike the blind lepers wallowing in filth in their tower.

Though a thought occurs: If you very carefully instigated a loyalty cascade, could perhaps actually make sighted dwarves kill blinded on sight and vice-versa.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **TheFlame52** on **October 05, 2016, 11:50:28 am**

Wow, Id actually made me kind of sad. But I'm loving your updates, man! Keep on going!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Deus Asmoth** on **October 05, 2016, 12:51:29 pm**

Sorry bout the absence. I'll get around to updating the turn list and other OP-related stuff tomorrow.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 05, 2016, 03:29:27 pm**

Quote from: Deus Asmoth on October 05, 2016, 12:51:29 pm

Sorry bout the absence. I'll get around to updating the turn list and other OP-related stuff tomorrow.

Yay ! You're back ! :D

Quote from: Fleeting Frames on October 05, 2016, 11:48:10 am

Does the tower have any clay gathering, either natural or created?

Nope. The fortress does. I dumped a bunch of clay boulders (like 200).

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 05, 2016, 03:48:25 pm**

I see. You could perhaps create a zone inside the tower, depending if the air biomes are clay (or perhaps sand). Would make it self-expanding.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 06, 2016, 03:59:28 am**

Kate's log :

"Fuck the Tower"

It's now been a month since Spriggans' death.
We have closed the access to the dumping hole, and the Tower is surely slowly dying.
In the fortress, we started digging a big temple room, which we will fill with many statues and cages and such.

This night, my spies told me about the situation in the Tower : things have indeed changed a lot.
A new ruler is out there : Id; former husband of Spriggans.
But Id is weak. He has no authority and no control over his men. He is also very affected by the death of his wife, my spies said.
According to them, Id doesn't give orders, he spends his days mourning his dead wife...
This is good for us !

But, the truth is, we *fear* the Blind. You see... They sometimes escape their tower. How ? I don't know ! They somehow climb down and go inside the fortress.
The Sighted dwarves are then disgusted by their repulsive appearance. It makes them dizzy and they complain a lot.

The other day, Urist saw this blind fucker 'Asmoth II', partying alongside us ! How rude !
He ruined the party !

This cannot last any longer. Blinded kind can no longer be tolerated.

I conducted a meeting with the most gifted engineers of the fort. One of them, 'Taupe V', had an idea.
Taupe called this "project Fuck the World", but after a little brainstorming, we all agreed on the name "project Fuck the Tower".
The project was simple enough.
The situation is easy to understand and can be resumed with this picture :

The Fortress is beneath the surface, safe and sealed.
The Tower is above the surface, safe and sealed.
The Tower has one well, fetching water all the way down to the third cavern.
The well hole goes through caverns 1 2 and 3. It is sealed so nothing from the caverns goes in the staircases.

The plan was very easy too, and can be summed up like that :

We have very little to do :

- On the first picture, create bridges B1 B2 and B3; opening the caverns to the staircase system on demand.
- Create a tunnel (here in red) from the well hole to one side of the Tower.
- Create one bridge, controlled by a lever, at point L2. This bridge should release the caverns to the surface.
- Create one bridge at point L3. This bridge should release the caverns inside the Tower.
- Convince Id to open one of his Tower walls to our tunnel (next to point L3).
- Create a safety bridge at L1. Just in case.

There are some possible flaws to this design though :

- If B1, B2 and B3 are open, any flying beast can potentially fly to the surface using the well hole. It's no big deal. The Tower is not flyer-safe, our fortress is.
- If a creature jumps down from the tower inside our courtyard, we will have to kill it ourselves.

But the good points are :

- The Blinded will suffer, and hopefully die.
- Sanene will be happy.
- Maybe the Blinded will manage to slay Sanene, so we won't have to.

The project was adopted by us all. And work started immediately.

Early Autumn 210 :

Merchants have arrived. They have unloaded their goods in the Depot beneath the Tower.

I decided to lock them inside, for their own safety.
Indeed, project Fuck the Tower is almost done. I'm going to release the caverns soon. I just need to breach the caverns.

Spoiler: Some pictures of the project : (click to show/hide)
This is the access to the caverns. Bridge B1. On the left are the stairs, north of it is the well hole. It goes down and up all the way
We just have to breach the cavern access.

This is bridge L2 (in dark red, north of the dwarf). This is project Fuck the World. On the left is the Depot, on top of the Depot is the Tower, and the blinded traitors.
We can also see the well hole.

This is bridge L3. Fuck the Tower !!! This bridge is something like 5 z layers above L2.
We asked Id to build a door. We told him we would be giving him food through this door. He agreed without questioning.
When the door was built, we locked it from the outside and constructed bridge L3.
Now the fuckers are trapped. Everything is in place !

At last, the lever room. Self explanatory, there are plenty of notes.
It is naturally located in the fortress, inaccessible to blind dorfs.

Is everything ready ? Yes ? Alright...

PULL THE LEVER !

OOO : With the merchants, I have the possibility to trigger a loyalty cascade. What do you think ? Could that be manageable ? That might be a little extreme. I'll see how Sanene does first.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 06, 2016, 06:47:44 am**

Another fuck the world? Geez.

Though...it is neat how it makes little sense if you've never read the story. First there's the building of a grand tower, then killing everyone in it!

Managing the loyalty cascade would require tons of micro at minimum, though it might be helped by dwarves being blind and thus unable to see the injustice.

Or maybe it'd be made harder by the blindness. I don't know.

Up to you.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 06, 2016, 07:29:13 am**

How goes the tower? And has everybody died (again) yet?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 06, 2016, 08:03:05 am**

Quote from: Kamani on October 06, 2016, 07:29:13 am

How goes the tower? And has everybody died (again) yet?

Writing an update.
Many have died, you'll see.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 06, 2016, 09:16:55 am**

Kate's log :

"I might have over reacted..."

The levers are pulled ! There is now an open access from the caverns to the Tower !
The Blinded are 30 in the Tower, three full squads, I'm sure they can kill Sanene, outnumbering it 30 to 1...

Let the Fun begin !!

Sanene has made its way into the well hole !

... but it was only to disappear into the 2nd caverns layer...

No worries ! It will quickly slay what's down there and go for the Blinds afterwards.
I'm not esp...

Wow... :O Huuu... That was unexpected ! A snowy Titan !

*"Heum... Dwarves ! **Pull this lever ! And that one, and this one ! I have an idea !!!**"*

"We will give the Blinds a warm up before they confront Sanene!"

We pulled the levers to open the exterior bridge (bridge L2), and closed the safety bridge (L1). That way, the Titan could enter the Tower from the surface and not access the caverns.

It's working ! The Hill (H) titan made its way in the Tower ! Be prepared, Blinds !

The Blinds are all nicely packed inside the Tower. They don't know what's coming ! They will be easy pickings !

"Ahahahah !!! The titan threw some blind dorfs off the Tower ! Look at them fall ! Down they go !! Muahahaah !"

"Huh... Wait... Is the Titan climbing down ?"

"No ! No ! Noooo !!! Go back in the Tower ! Go back ! We have Normal dwarves in the courtyard !"

"Shhhhhhit ! The fortress gates are open ! Close the gates ! Pull the lever !!! Quiiickkkk !!!"

"Damn it ! You bastard ! Some of these dwarves you killed were Sighted !"

We closed the gate, so the fucker can't get in the fortress... But this is such a waste !

Ok, the Titan is now heading into the Tower.

The Blinds are reacting ! The battle rages !

... and the Titan is finally cut into two by a ... war drake ? Well... Okay !

Echoes I've gathered seem to indicate that only seven Blinded died to the Titan. This war drake really saved them here with his lucky bite !

This is what remains of the foe :

But let's not give the Blinds time to breathe ! Let's stick to the original plan ! Let's unleash Sanene !

"Pull these goddamn levers again !"

Sanene makes its way behind the Safety Bridge L1. On the left is the fortress. Sanene can't get in as we've closed the surface gates.

Oh, right, Sanene has deadly vapors...

"Hooooowwww ! That gotta hurt !"

That's a lot of deaths !
Sanene is rampaging. Killing the Blinds floor after floor !
I might have over-estimated the dwarves...

The battle has ended ! Time for the aftermath !

Most importantly, Sanene is still alive !

Before the attacks, the population was 94. It is now 62.

I can count 8 Blinded dwarves still alive.
Two of them are outside the Tower, in the wilderness. They somehow survive the massacre.
The other six ran into the fortress during the Titan's rampage.

Spoiler: From top to bottom, the Tower looks like this : (click to show/hide)

You can see one Blind survivor in purple.
You can also see that the war drakes are alive. They haven't fought Sanene. They don't path find each other.

The courtyard.
You can see the other Blind survivor on the left of the Depot.
The merchants are all perfectly fine.

Last but not least, Id is dead. He is with his wife now.

"We have punished the Blinded enough now ! Peace can be made amongst our people."
"It's time to deal with Sanene !"

OOC :
Yay !

Also. Should I redwarf the dead named dwarves ? And increase their counter ?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 06, 2016, 02:42:44 pm**

Yeah. Tell me if I die by the way.
It would be ironic if Kate became blind.
Edit: if Asmoth died, trading will become much worse. So will bookkeeping.
Edit: I will miss the blinded dwarves. They were cool.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 06, 2016, 03:26:54 pm**

Heh. Overreacted :P I guess Kate was hurt by the idea of sighted dwarves dying.

A titan, after FB, though? Pretty active turn.

Ducks can be deadly :)

Hm, insta-kill extract?

If Sanene is alive, they're probably mostly healed....

Lot o' deaths

I wonder if Sanene will slither out when merchants leave?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 06, 2016, 03:33:35 pm**

If Kate is still alive when I get another turn, I'll have a new woodcutter (Semi-evil plotting begins)

Kamani's Log
Date Withheld

Madness in Immortalitytower. Nearly all of our blind people were killed and are now working as slaves. I am planning to take back over this place and fix this, but I will need time to gain support. Two more years should do it. I won't let this madness continue. It must end!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 06, 2016, 04:03:47 pm**

Last time I checked. Asmoth was Blind. So it is very likely he's dead :-[
I'll check the death list tomorrow when I'm at work (the save is at work, not at home ! Go figure...)

Kamani, you're alive (and still has your eyes) ! But IIRC, Eoya and HiddenLeafGuy died. And Xan is resting at the hospital.

Yeah. That was a busy season. The rest of the year should be easier. Just have to deal with Sanene...

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 06, 2016, 07:22:21 pm**

Oh, I call the next repeat turn.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 09, 2016, 11:44:30 am**

Kate's log :

"The end of my year"

When I last wrote, Sanene was alive and rampaging the Blinded. We had to find a way to kill it.
I will remind you that we have no military whatsoever. I created a squad of marksdwarves, and they started training. Just in case.

I ordered the lever retaining the merchants pulled.
Sanene pathed through the silver hatch, and saw the brave war drakes for the first time. Combat ensued.

Though they fought well, the drakes were unable to wound Sanene too badly.
No lucky bites this time :(
Spoiler: Combat log (click to show/hide)

Sanene's health after killing the war drakes !

They did their jobs at weakening it before dying. RIP war drakes, I loved you all, really.

The merchants warriors came eventually, heavily armored and well trained, they slaughtered the beast !

After having killed many dwarves (Blinded or not), Sanene was finally... FINALLY dead !

Winter 210 :
The whole winter we passed carrying dead bodies, cleaning all the blood that was in the Tower.
Nothing exceptionnal.

Or at least that's what I'd like to say... Since :
Spoiler (click to show/hide)

Damned it ! Can't we have any time for ourselves ??! We haven't even burried all the deads that elves and gobos are attacking !
They are not many, only ten, but we don't have anything to fight them.

I ordered the gates closed, we will simply ignore them, they can't enter, I'm pretty sure.

So, we closed the gates to the exterior, and we resumed burrying our deads.

Hooo ! The Glorious day ! Today, I gave birth to a child !
I'm sure he'll be a wonderful child !

Hu hoo !! The elves/gobos found a way inside !
I forgot elves loves trees, they must have clamb one and they got into the courtyard !

Look at this mess ! They killed both Taupe and Maskwolf !! These bastards must pay ! (OOC : redarfed you both)

The only defense we have is the Tower bridge...
The bastards walked in it, so we activated the bridge. After a long jump, they got a little injured !
Spoiler: bastards in the bridge. Prepare for launch... (click to show/hide)

That was sadly not enough to kill them.

But I'm sorry to tell you that my rulership will end there.
I won't have time to deal with the elves/gobos.
The dwarves have elected someone else to rule. They believe I'm no longer in shape to lead them.
Good luck to the next guy with the invaders. They are not too many, but since we don't have any competent militia, you'll be having fun.

Ho, right, I forbid the fortress gates. Don't un-forbid them before you have a plan. The invaders would run inside our walls.

OOC :
Kate son and Spriggans' son both are born the same year. That was funny/lucky. I wonder who they'll grow to be ;)
To the next ruler : I haven't reached the 1st of granite. It is more the 20th of Mid winter. So you'll have 13 months rather than 12, but, having handdle the titan already, I didn't feel like handling the gobos right now. I'll leave that to you.
I'm sure you'll have an idea on how to kill the bastards.
Sorry at letting you in this hard situation, but you'll be ok ;)
Ho, and don't forget that the couryard is **NOT** invaders safe.

There goes the save :
<http://dff.d.bay12games.com/file.php?id=12494>

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 09, 2016, 11:47:49 am**

I did say there was a hole in the wall. Also, did you kill of ALL of the war drakes?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 09, 2016, 12:13:33 pm**

Quote from: Kamani on October 09, 2016, 11:47:49 am
I did say there was a hole in the wall. Also, did you kill of ALL of the war drakes?

I saw the hole. I sealed it. But apparently it was not enough.
Trees ! Always be wary of trees !

Yes, all drakes died iirc :'(

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 09, 2016, 12:20:56 pm**

Okay. I will miss the drakes! Assuming we live more then a month anyway.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 09, 2016, 05:41:41 pm**

Good try, drakes. Good try.

Heh @ losing 5 to goblin ambush squad. Truly, no defences. I guess you have a limit, as well.

The tale of the two sons could be interesting.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 09, 2016, 07:03:42 pm**

Well, up next is MDFification, and then me.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 11, 2016, 02:14:06 am**

Sent a PM to MDFification ;)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 11, 2016, 06:28:54 am**

Thank you.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **AbstractTraitorHero** on **October 11, 2016, 01:52:24 pm**

Is my character dead?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 13, 2016, 02:17:40 am**

Quote from: AbstractTraitorHero on October 11, 2016, 01:52:24 pm
Is my character dead?

No you're not. You are very well alive, and safe inside the fortress :)

No news from MDFification. He hasn't logged in yet.
So I think we can wait a little, and if by Saturday there is no news, I'd say @Kamani, is up !

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Imic** on **October 13, 2016, 02:51:49 am**

Am I dorfd

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 13, 2016, 06:37:04 am**

Okay. Going until Saturday works for me.
By the way, we need more overseers.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 15, 2016, 01:50:21 pm**

Should I take my turn now?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 16, 2016, 05:27:40 am**

Quote from: Kamani on October 15, 2016, 01:50:21 pm
Should I take my turn now?

Sure, just take it !

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 16, 2016, 10:18:02 am**

Okay, downloading now.
By the way, we really need more overseers.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 17, 2016, 06:41:02 pm**

Kamani's Log
210-12-04
Well... Somebody just ran up and screamed at me that I am now overseer. I think it might have been Kate, but I couldn't really tell in this dark (evidently I have the worst night vision of all dwarves). It must be because I am one of the few surviving dwarves who still seem to be paying any attention to who is in control, and because nobody died under my rule. So... What is going on round here since I buried myself in trying to get reelected?



8 invaders (Though I could only find and draw three), plus Kate's evil (note to self: assign woodcutter position (if they survive that is)) has left us with few to deal with it. I have only one choice. PULL THE DOOR LEVERS! and hope. If this goes wrong, I have a plan to get some people out safely (Roughly seven if all goes well) so that we can escape to bring help.



Our gates have not fallen! The Invaders are locked outside, leaving us under siege, but, with luck, the weather will finish them off so that I can continue my grand dome, to stop both invaders and weather. All are inside and safe. I gave a short speech, before starting to work out what to do now. I wrote my speech before giving it, so I included it below too.

"I would like to thank you all for being inside our walls today, because our walls still stand! Where many foolish dwarves would have tried the time honored and repeatedly failed tactic of a blunt charge with untrained fighters, we live behind these walls, preparing to end the threat the foolish goblins and their elves pose! We can overcome this with ease my fellow dwarves!

Also, I would like to apologize to what remains of our blind population. Kate's evil plot to oppress and destroy our blind friends has worked, and that is something we should have stopped. Our blind brothers should be treated with as much respect as anyone else! Also, we now need job changes. Kate is now a woodcutter once this siege ends, for NO REASON WHATSOEVER then that we clearly will need more wood for barrels, and all blind dwarves who lost their jobs will regain them. THIS OPPRESSION ENDS HERE, AND KATE'S RULES ARE GONE!"

OOC: I will check and dwarf you if you aren't Imic.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Imic** on **October 18, 2016, 11:28:22 am**

Tanks.

Post by: **Kamani** on **October 18, 2016, 03:44:44 pm**

Edit: Sorry about slow updates. I will be doing a lot of it tomorrow.

Post by: **Kamani** on **October 22, 2016, 12:42:00 pm**

211-02-02

| | |
|---------------------------------|-------------|
| Draltha | Wild Animal |
| Draltha | Wild Animal |
| Amxu Osmöspkuxngul, Elf Maceman | Invader |

The image is a screenshot of the game Dwarf Fortress. The main area is a top-down view of a fortress and its surroundings. The terrain is composed of various colored squares representing different materials like dirt, stone, and metal. The fortress itself is a complex of structures, including walls, buildings, and a central area with a large 'X' marked on it. The interface includes a top status bar with 'FPS: 30 (22)' and 'Dwarf Fortress'. On the right side, there is a command and status panel with a list of items and their status, a date 'Date: 211-01-19', and a list of commands and their descriptions. At the bottom, there is a message 'Stockpile: Item inaccessible.' and a date/time display 'H: 0/0/0/0/30/27'.

'HiddenLeafGuy III' Thizdumat, Butcher has created Deg Lâven, a tetrahedrite ring!

Press **Enter** to close window

FPS: 100 (25) Deg Lâven, "The Way of Prairies", a tetrahedrite ring

This is a tetrahedrite ring. All crafts-dwarfship is of the highest quality. It is encircled with bands of cushion magnetite cabochons. On the item is an image of Stalder the kobold and a earthenware earring in tetrahedrite. Stalder is raising the earthenware earring. The artwork relates to the theft of a earthenware earring from Immortalitytower by the kobold Stalder in the early spring of 205.

Annoyingly enough, our nobles have been complaining a lot lately. Upon checking why, I learned that NOBODY had built proper Nobles rooms. And we have no Bookkeeper or Broker. So I have been assigning new positions and building new rooms left and right.



So everything is improving with the siege broken, and I finally got to assign Kate as a woodcutter. I hope nobody more gets blinded, but our current blind population are doing fine. I am trying to prevent them from being bothered, but this fortress can be hard to run.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 22, 2016, 01:08:48 pm**

Well, the game just crashed and I lost all my progress. This might take a little longer then I thought.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 22, 2016, 02:09:49 pm**

Elf maceman, huh. Goblin kidnapping gives elves unique chances for metalworking. It's shame they forget metalworking if they ever emigrate back to their home civ.

Good that this place still gets migrants. Can help make Immortalitytower great again =)

Platform that goes to nowhere is a way to utilize air biomes. Can get animals not otherwise possible to wander in with that. Maybe cage trap that entrance?

Nobles can complain? That's remarkable display of agency.

And ouch on crashes. Hate them.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 22, 2016, 02:13:53 pm**

I am going to block that entrance I think. I meant it to be used as a ceiling over the road. I have some plans to keep the weather out (a giant wooden dome). The siege just left after getting badly injured by horrible goo. I just got even more migrants too. Also, we really need more overseers. After me is nobody.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 22, 2016, 02:18:08 pm**

Worst case scenario, can always make it a story fort you run.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 22, 2016, 02:19:38 pm**

Maybe. I don't know if I could manage that, plus I really prefer succession fortresses (even though this is my first one (second turn on this one though)).

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 22, 2016, 02:50:04 pm**

Kamani's Journal
211-02-02
Welcome to my sanctuary. I have a plan that will save our fortress from death by rain, invaders, and anything that could ever come our way. I am building the Immortality Dome! A dome made from our wall and the natural clay, this dome will prevent the weather from killing us forever!



Immortality Tower shall not fall!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 22, 2016, 03:17:11 pm**

Others would build inside the mountain.

You go and build another mountain.

Dwarves love mountains.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 23, 2016, 01:17:18 am**

Now I just need to invent a way to drop mountains on my enemies...

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 23, 2016, 11:20:52 pm**

Expect more updates tomorrow. Sorry about slow play. We still really need overseers!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 24, 2016, 05:09:30 am**

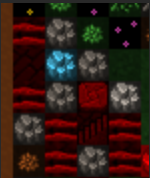
Yay. We do need more. People will come eventually ::)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 24, 2016, 11:49:54 am**

Kamani's Journal
211-03-01
I didn't have time to draw many pictures for my journal entry. I have to be careful with supervision.

Something has collapsed on the surface!
Ducim Koganvutok, Farmer cancels Remove Construction: Unconscious.
Fath Medtobzas, Bone Doctor cancels Remove Construction: Unconscious.
Datan Eribastel, Tanner cancels Remove Construction: Unconscious.

I ordered them to remove part of some of Kate's horrible tower destroying project, but they collapsed something and were knocked out. Thank Keshan they survived with just a few bruises, and are now back on their feet.



The tunnel into the tower has been blocked off. For good. No more of that madness.



The Dome is coming along slowly. I hope nobody will be blinded by rains as we complete this project. If I notice the rain, I order everyone inside, but I frequently forget.

I learned recently that apparently there are pyromancers in the world. I don't know if any are still alive, but I learned a Dwarven one worships my god, Keshan.

```
Keshan Diamondochre the Oil of Aquamarine is a deity of The Old Net. Keshan most often takes the form of a male dwarf and is associated with fire and metals. In the early autumn of 46, Keshan received the worship of the dwarf pyromancer Goden Wildabbey.
```

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **October 24, 2016, 01:25:23 pm**

Oh yeah this!

Hello again!

You can put me on the overseer list for the future, but expect updates to be fairly slow.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 24, 2016, 01:42:26 pm**

Yeah ! :D Another overseer ! :)

@Kamani : Nooo ! You destroyed project "Fuck the Tower" :(IIRC, it doesn't *"rain"* in the courtyard, it only rains on the northern part of the map. At least, it used to on my rules.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 24, 2016, 02:13:45 pm**

Ahh. Well, it will at least it might prevent instant death dust. That DID spawn in the middle of the walled area, and then some dwarves instant died. Also, it WILL stop invaders if the bridge is raised. Glad to see another overseer! I guess that means that you are next maskwolf. There was nobody after me before. I was starting to be a little worried.

Edit: The below ground part of the project still stands.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 24, 2016, 05:24:32 pm**

I now realize that the courtyard ceiling, were it to cave in, could easily wreck lot of dwarves - though perhaps not as badly as instant death dust. Lets hope that doesn't happen.

Pyromancers? This must not be vanilla. *checks OP*

Yeah there are some. Metalsmithing elves, evil dwarves, some dragonic things.

@4maskwolf: Excellent, you're next then :)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 24, 2016, 05:37:20 pm**

I just learned that MaskWolf IV is one of the only living blind dwarves left alive. They must have survived the random stuff Kate threw at the blind dwarves or somehow been out of the tower.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **October 24, 2016, 06:04:09 pm**

Holy crap all this time later one of my dwarves is still alive?

Impressive...

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 24, 2016, 06:33:23 pm**

Especially since Kate (Spriggans blind-hating other dwarf) killed like 80% of the blind dwarves.

Edit: ~~Spriggans, should I redwarf your dwarf's doomed son?~~
Edit: Nevermind! They lived!

Kamani's Journal
211-04-16

I have lived until Summer without major incident. Except some minor injuries anyways. Here, you have to be really trying to end with only MINOR injuries.

It is raining horri
It is now summer.

Lately, things have been like this:

Something has collapsed on the surface!
Ducim Koganvutok, Farmer cancels Drink: Unconscious.
Athel Oslangeb, Stonecrafter cancels Construct Building: Unconscious.
Udil Cuborvabôk, Planter cancels Plant Seeds: Needs plump helmet spawn.
Urist Melbilsokan, Pump Operator cancels Plant Seeds: Needs plump helmet spawn.
Urist Melbilsokan, Pump Operator cancels Plant Seeds: Needs plump helmet spawn.
'HiddenLeafGuy III' Thizdumat, Butcher cancels Store Item in Stockpile: Item inaccessible.
Datan Eribastel, Tanner cancels Plant Seeds: Needs plump helmet spawn.
Urist Melbilsokan, Pump Operator cancels Plant Seeds: Needs plump helmet spawn.
Datan Eribastel, Tanner cancels Plant Seeds: Needs plump helmet spawn.
Urist Melbilsokan, Pump Operator cancels Plant Seeds: Needs plump helmet spawn.
Datan Eribastel, Tanner cancels Plant Seeds: Needs plump helmet spawn.
Urist Melbilsokan, Pump Operator cancels Plant Seeds: Needs plump helmet spawn.
Nish âmidzulban, Thresher cancels Plant Seeds: Needs plump helmet spawn.
Datan Eribastel, Tanner cancels Plant Seeds: Needs plump helmet spawn.
Urist Melbilsokan, Pump Operator cancels Plant Seeds: Needs plump helmet spawn.
Nish âmidzulban, Thresher cancels Plant Seeds: Needs plump helmet spawn.
Nish âmidzulban, Thresher cancels Plant Seeds: Needs plump helmet spawn.
Nish âmidzulban, Thresher cancels Plant Seeds: Needs plump helmet spawn.
Mistêm Shegetcatten, Engraver cancels Store Item in Stockpile: Item inaccessible.
Nish âmidzulban, Thresher cancels Plant Seeds: Needs plump helmet spawn.
'Faiy Eyebrow II' Zatmonom has engraved a masterpiece!
Zulban Degëledos, Bone Doctor cancels Place Item in Tomb: Item inaccessible.
Zon Berteshkad, Ranger cancels Store Item in Stockpile: Item inaccessible.
Nish âmidzulban, Thresher cancels Plant Seeds: Needs plump helmet spawn.
'Senshuken VII' Ledstelid has created a masterpiece *horse bone bolts
→[5]*!

An occasional minor injury, massive complaints, and constant masterpiece engravings and bone bolts. Oh, and apparently, goblins are hidden behind a wall.



So, everything is going fine... Wait, why do I hear screams?

SIEGE
AGAIN?

inaccessible.
Nish âmidzulban, Thresher cancels Plant Seeds: Needs plump helmet spawn.
'Faiy Eyebrow II' Zatmonom has engraved a masterpiece!
A vile force of darkness has arrived!
→'Faiy Eyebrow II' Zatmonom has engraved a masterpiece!



Human Invaders from the North have come to destroy us! I locked them out, and I think everyone is inside. I am doing a headcount now.



Wait! Spriggans' Son and someone named Astesh are gone! I just learned that they are in the tower. I have a plan to get them out, but I don't know if it will be fast enough. Spriggans' son appears to be dying of thirst slowly. I will dig fast, and tunnel up.



I will write what happens soon.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 24, 2016, 09:38:58 pm**

Kamani's Log
211-04-24
It worked!



Spriggans' Son still lives! (As does Astesh, though they would have survived regardless) Evidently, he has been blind for a while, but he shows a ray of hope for those of us, showing both the Dwarven Resiliency and showing that even the blind matter here! No dwarf left behind!



Not much else has happened. Evidently Doc is still mayor.
`Doc' Avuzfarash, mayor has been re-elected.

And the invaders are just hanging around on top of the map for some reason. They are now horribly blistered and blinded. They will be too weak to fight if this keeps up, but I am terrible at handling military matters, so I might just wait for them to leave (Or die to dust).



I am glad we could save those poor kids in the tower. It shows that no matter what, us Dwarves will NEVER BACK DOWN!

OOC: The turn should go a lot faster now that I can just set it up and leave it on automatic.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 24, 2016, 09:59:06 pm**

Seems food production is working.

No, no, those are not human-human invaders but goblin kidnappees. Would be "The enemy has come" for humans.

Oh yeah, sealed-in goblins in a 5x5, an eternity of card games and brawling. By the time they emerge in a thousand years, their culture will have become incomprehensible.

Spriggan's son survived? Does he still have eyes, too?

...Guess not. Spriggans was happy to have a sighted child. No more, no more.

The tower is pretty open to climbers. If invaders smell blood, they might come in through the tunnel you made.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 25, 2016, 01:54:48 am**

Nooooo ! How did my son lost sight ? :o
His beautiful blue eyes... are gone ? ? ? :'(

* Spriggans starts gesturing in her tomb *

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 25, 2016, 01:07:13 pm**

Maybe it was the well being coated in it. Or maybe the nest boxes. Or maybe the dining area. Or maybe they touched a dwarf covered in horrible goo.

Lots of possibilities. Frankly, he's lucky he survived.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 25, 2016, 02:36:10 pm**

I pulled the levers for the trading depot. I don't think enemies can climb my constructed walls (just fliers). Also, the tower has horrible goo coating everywhere.
I don't know how humans were modded to be always hostile, so they might give the vile force of darkness message too. I don't know how that message works exactly anyways.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 25, 2016, 09:20:07 pm**

Kamani's Journal
211-06-13
Fortress Life lately:
Item inaccessible.
Athel Oslangeb, Stonecrafter has given birth to a girl.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
'HiddenLeafGuy III' Thizdumat, Butcher cancels Store It
Item inaccessible.
Besmar Menggemur, BlindedDwarf cancels Store Item in St
inaccessible.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
'HiddenLeafGuy III' Thizdumat, Butcher cancels Store It
Item inaccessible.
'Flame III' Desisushrir, Miner cancels Store Item in St
inaccessible.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
'HiddenLeafGuy III' Thizdumat, Butcher cancels Store It
Item inaccessible.
Catten Asänelbel, Siege Operator cancels Store Item in
inaccessible.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
'HiddenLeafGuy III' Thizdumat, Butcher cancels Store It
Item inaccessible.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
'HiddenLeafGuy III' Thizdumat, Butcher cancels Store It
Item inaccessible.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
'HiddenLeafGuy III' Thizdumat, Butcher cancels Store It
Item inaccessible.
Unib Kûbukromlam, Mechanic cancels Store Item in Stockp
inaccessible.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
Avuz Lanlarzuglar, Engraver cancels Store Item in Stocl
inaccessible.
Thikut Erushbidok, Planter cancels Plant Seeds: Needs s
Erush Nilebal, Mason cancels Store Item in Stockpile: 1
Thikut Erushbidok, Planter has given birth to a girl.

Our mayor Doc (Don't conscript him. He hasn't given a mandate in 1.5 years) is an absolute idiot a brave soul. The fool brave dwarf ran out upon hearing that there was a tile that needed to be disassembled, even though it wasn't in the burrow AND emergency military burrow an engineer was trapped outside (I opened the gate to let him in. (I have NO clue how he got there either. I am still a little worried about that. Also, when you cut down trees above the fortress, watch for the holes.)) Now his hand is bruised and blistered because of the goblins who attacked him (He is lucky to be alive).

```
`Doc' Avuzfarash, mayor
""Doc' Minedcreed"

upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
```

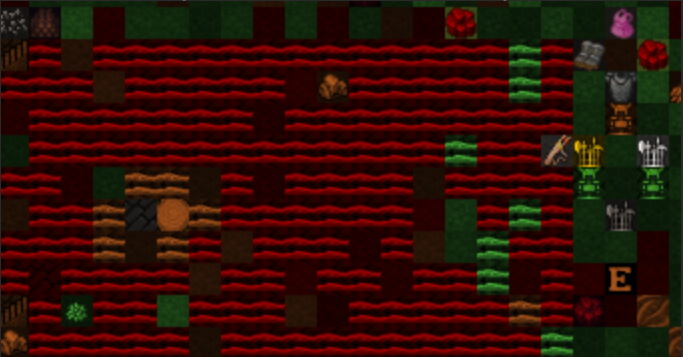
Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 26, 2016, 09:23:51 pm**

Kamani's Journal
211-07-20ish
The siege is ended! An Giant Ettin came and destroyed the siege.

The Ettin Ulux Uztobtozûx Őslesnexă Tasm has come! A giant humanoid monster with two heads.

Press **Enter** to close window

Then I saw my farms had been destroyed. And then, I got angry.



What's one Ettin, more or less?

FPS: 100 <25>

Ulux Uztobtozûx Őslesnexă Tasm's corpse

Weight: 11294l

We killed it.



And had a strange mood on an Engineer (The one who left the burrow earlier). Wow.

FPS: 100 <25>

Urrithevon Ihebilăkin, "Scarlover the Silky Brilliance", a magntt mchmsms

This is a magnetite mechanisms. All craftsduarfiship is of the highest quality. It is encircled with bands of rectangular tetrahedrite cabochons, rectangular morion cabochons, silver, oval slate cabochons and copper. On the item is an image of giant monitor lizards in magnetite. On the item is an image of Sacksilences the clear zircon grate in copper.

Who would have guessed that that foolish engraver would make such a beautiful piece of work?
Well, things are going better and better over time. We can now finally finish the Dome!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 26, 2016, 10:37:26 pm**

Hm, the farms were reachable by enemies? Troubling.

Heh, I like the direct view of workshops and surface. Argument for building on surface, or in a cliff :3

An engraver would have never done such a pretty thing. They were a mechanic all along! :)

Dunno what to use it for. Either a well...or perhaps as weapon trap somewhere? It isn't 43.05 so doesn't need artifact weapons for that :)

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 27, 2016, 01:57:18 am**

Quote from: Fleeting Frames on October 26, 2016, 10:37:26 pm

It isn't 43.05 so doesn't need artifact weapons for that :)

I haven't played 43.05 a lot since no DT available. There is something IDK there.
Have built non-artifact traps changed ?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 27, 2016, 06:43:46 am**

Only the outdoor farms beneath the dome are reachable. Also, this fortress now used its military and didn't end up dead (again)!
Admittedly, it was against a single blind exhausted blistered Ettin, so I guess that isn't very meaningful.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 27, 2016, 08:17:43 am**

Quote from: Kamani on October 27, 2016, 06:43:46 am

Admittedly, it was against a single blind exhausted blistered Ettin, so I guess that isn't very meaningful.

That was not very optimistic...
You gotta be proud of your dwarves, and make them famous, ~~lyng~~ saying things like :

Your dwarves killed a freaking huge two headed monster ! Their strength crushed it's body and they freed the World of this terrifying foe !
Without them, the beast would still roam free ! Glory to them ! Glooory !!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 27, 2016, 09:40:05 am**

Yup, Spriggans. When a weapon in weapon trap breaks due wear, the game crashes.

And hey, all military training is nice. Maybe grab something weak from caverns to train up armor user or something on?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 27, 2016, 02:38:19 pm**

I think they need weapons more then armor. I have never used a military in dwarf fortress though, so... I will see who got the kill on the Ettin. Want to be redwarfed Spriggans?
Edit: Also,
The Horrid Goo killed a horrible huge two headed monster! The horrific powers damaged it's body and it (with aid from some wimps) freed the World of this terrifying foe! Without it, the beast would still roam free! Glory to the Horrid Goo! Glooory!!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 27, 2016, 07:49:48 pm**

Hm, well, here's a small military guide, then:

Materials

- Edged weapons get massive improvement from quality and need to be better material than the thing they're hitting.
- Blunt weapons and armor get slighter and slighterest improvement from quality. Blunt weapons also effectively penetrate through armor, though are less effective the bigger the target is.
 - Armor takes same material logic as weapons, though stacking multiple things can ablate attacks effectively.
 - Blunt weapons (depend on weight) and shields in this version largely don't care about material, though in 43.04+ wooden, leather, bone, etc. gets shredded easily.

Combat-appripriate outfitting

- The minimum for every piece covered with metal is boots, mail shirt, gauntlets and helmet, with replace clothes on. If you don't use replace clothes then they might leave off helmet, boots or gauntlets in favour of cap, shoes or gloves and die.
 - The maximum native coverage is high boots, socks, gauntlets, mittens, two trousers, greaves, 3 mail shirts, 1 breastplate, 6 cloaks, 1 helmet and 6 hoods.
- A dwarf that lacks armor user skill and goes out with that will fall asleep from overexertion and get their head punched in, though, provided they put it all on in right order at all (might need to go through several successive uniforms for that).
- Against undead in reanimating regions, you need blunt weapons - I suggest starting with maces and upgrading to looted morningstars when possible.
 - As far as edged weapons go, spears are good for big fleshy limbed targets like hydras while pick or axe (depending most on how you want to train your military) make good weapons for grinding stuff up.
 - Ranged attacks are edged and horrenduously weak compared to melee ones. Still useful for things dangerous or hard to get close to, such as fire FBs or keas, as well as slowing down enemies.
- Because of a bug, avoid having woodcutters, miners and hunters in military - while the latter two make relatively simple way to train up the relevant skill, when going inactive or active they will drop their current equipment, store it as appropriate (with food in backbags stored in cabinets, not food stockpiles), and pick up new equipment when doing whatever they were going to do.

Training

- The minimum you need for melee military training is assigning 1 building as barracks to the squad and switching them to Active/Training. (Though if they are at least competent, they will do individual drills even when idle and inactive.)
 - Giving them weapons and shields and a good trainer helps those respective things.
 - Ranged attacks can be trained through demonstrations or drills if they already have some skills in them, but assigned archery range buildings (1 for each member), or even better, shooting at live targets help to improve the speed.
- Micromanagement-intensifely, you can boost up individual's skills with mock combat, or by locking them into danger rooms. This can change "two years" to "few months" for a nice military.
 - Attacking harmless wildlife with wooden axe, sword, spear, crossbow (works as hammer) or two shields + some armor on can train up those respective weapon skills, or misc obj. user and armor user for the latter.
 - Using repeating training spears can boost weapon skill, shield user, dodger and armor user in roughly that order.
 - Two opposite-faced lowest speed rollers can help train dodging very quickly for the individual.
 - Swimming in 4-6 water is useful for avoiding drowning in wetter areas.
- All military training gives a pretty good stat boosts, so they make for good, if time-consuming cross-training for civilians even if you never plan to send them into a fight.
 - A legendary +5 dwarf likely has maxed or close to maxed attributes in relevant stats, which is like a night and day compared to something like mining or socializing.

Target selection

- Benign wildlife will rarely try to hit back, but hooved, horned and tusked ones can kill an armored dwarf due their large size nonetheless. Still, they usually try to flee and die before hitting back.
- Skill is a large improvement - consider how a legendary +5 herbalist is just in output quantity just as good as 25 dabbling herbalists. A single properly-outfitted legendary squad can slaughter a goblin siege with no casualties with reasonable terrain selection.
- Beware of steel, firespitting, webspinning or deadly dust FBs in particular. Poison gas can also be somewhat dangerous. If you're unsure what syndrome a FB has, test with a pet. Melee dwarves can't even approach FB made entirely from fire.
- Husking clouds can sometimes coat things they turn. This can spread on contact - otherwise, the targets are just buffed from what they were in life.

- For chokepoints, you might want to use traps instead of military. Beware of military dodging into a trap, or off a bridge.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 27, 2016, 08:10:41 pm**

You want two extra months 4mask?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Spriggans** on **October 28, 2016, 05:24:29 am**

Quote from: Kamani on October 27, 2016, 02:38:19 pm
Want to be redwarfed Spriggans?

I still have Kate, so I guess no.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 28, 2016, 06:28:26 am**

Okay.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **4maskwolf** on **October 28, 2016, 02:08:41 pm**

hmm?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Kamani** on **October 28, 2016, 09:13:57 pm**

Kamani's Journal

Winter has come.

→Winter is upon you.

I can barely write this, but thankfully, I have written enough to be able to write... blind.



I can't see anymore. At all. I am in terrible pain and I can no longer see. I am really going to miss seeing, but I must carry on.

I have finally seen why the humans of this world are so evil. They appear to be goblinlike in culture. Possibly, they were goblin kidnapped people who escaped their worlds to enter here. I escaped by chance and magic. They are even RULED by a goblin.

| Gil Nani, "The Union of Coincidence", Human | | |
|---|--|-------------------------|
| Iskak Anbaalá | | general/Human Fisherman |
| Tuco Birodhathur | | master/Goblin Thresher |

Goblins are actually led by elves. Wierd.

| Uxstoshûb, "The Grim Hate", Goblin | | |
|------------------------------------|--|------------------------|
| Tirist Amlitast | | master/Elf Crossbowman |

Wait... Why is everyone screaming?

SIEGE

NO! Again!

| Zom Rēkusmurar, Goblin Lasher | | Invader |
|-------------------------------------|--|---------|
| Olngö Xospsmunstu, Goblin Swordsman | | Invader |
| Bosa Esmeuksos, Goblin Maceman | | Invader |
| Atu Ostaspusm, Goblin Bowman | | Invader |
| Gozru Ngamkutsmob, Goblin Lasher | | Invader |
| Nako Ebrāstoshûb, Goblin Spearman | | Invader |
| Dostngosp Rugolutes, Goblin Maceman | | Invader |
| Ngure Otsmoodstron, Ogre Pikeman | | Invader |

I don't know if I am able to deal with this blind. Spriggans had gotten good at being blind, and I haven't... Yet. I don't have the control needed to run this place against a siege without my eyes. I am attempting to convince the other Dwarves to let the next mayor take this over. I don't know if I am in good enough shape to deal with this anymore.

I do have plans for the future though. I need to learn how to deal with this blindness, and then, I will try to become overseer again. I don't know how long it might take, but I have no other choice.

Oh, but I am keeping my rock pot workshop as a Stonecrafter. I made sure to make a second workshop, but the rock pot workshop is assigned so that only I can use it. Whoever comes after me will hopefully ignore it, since I had one more built.

OOC: I don't really know if I can do the last two months right now. I have a test in college I have to study for, and I am busy with some other stuff too. An ettin and ONE siege is enough for me. I will finish if you want, but I will just be boringly sealed underground the whole time, running on autopilot.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**
Post by: **Fleeting Frames** on **October 28, 2016, 10:09:58 pm**

Life's life.

At least goblins didn't get killed by elves entirely...Come to think of it, where's the elven siege? Goblin, humans came, but the elves?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Kamani** on **October 28, 2016, 10:12:38 pm**

They weren't listed under civilizations.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **4maskwolf** on **October 29, 2016, 11:16:06 am**

Alright, I can go.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Kamani** on **October 29, 2016, 11:22:29 am**

Okay. I'll post the save really soon (tops two hours) (I wrote this from my phone).

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Kamani** on **October 29, 2016, 12:35:53 pm**

Save:
http://dff.d.bay12games.com/file.php?id=12532
Good luck!

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Kamani** on **November 01, 2016, 04:27:41 pm**

Able to start yet Mask?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **4maskwolf** on **November 04, 2016, 01:17:30 pm**

Sorry, life chose this time to kick me in the ass with shit to do, if you have anyone else who can run you might want to have them go and I'll go after them.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Fleeting Frames** on **November 04, 2016, 02:42:45 pm**

Well, since hiddenleafguy and maxcat61 have been away for months, sent PM to Taupe.

E: Nope. Moving on to next in list.

E2: Sarrak wasn't interested either. Guess Immortalitytower is officially without an overseer.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Kamani** on **November 10, 2016, 05:56:56 pm**

So does anyone else want a turn? I can't take another turn. I have already had two, and I had the last turn too.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Spriggans** on **November 12, 2016, 10:15:09 am**

I've already had a turn not long ago. And don't want to play just yet.
Someone will come eventually.

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Kamani** on **November 13, 2016, 09:58:50 pm**

Hopefully. Anyone want to be overseer?

Title: **Re: Immortalitytower; We Live, We Die, We Live Again.**

Post by: **Gwolfski** on **November 14, 2016, 02:48:42 pm**

In a month